

Anthony Bagsby

1100 Lake Shadow Cir Maitland FL 32751 1(618)806-3116

Email: AnthonyBagsby83@gmail.com

OBJECTIVE

Environment Artist

CAREER RELATED WORK EXPERIENCE

Electronic Arts (EA) Tiburon 2008- 2010

- 6 month Temporary Position on Tiger woods PGA Tour 2009 Wii
- Became a Full-time Associate Environment Modeler after temporary position ended
- Tiger Woods 2009, 2010 Wii, Tiger Woods Online (TWO)
- Contributed to online gaming development and digital goods
- Adapted to both Waterfall and Scrum pipelines
- Took complete ownership over environments completely through production process on TWO
- Experienced work through Alpha and Beta
- Facilitated work with outsourcing
- Illustrated a rounded experience on Wii titles; creating assets, getting assets to work in game, working with art direction

EA Professional Practices- Class where students did outsourcing work for EA Games

- NASCAR 2008

Depth Chargers, Student Mod project (Lead Texture artist, Environment Asset Builder)

- Animated Textures and Lighting Effects
- Architectural Asset Creation and Layout
- Marine Asset and Texture Creation
- Vehicle Concepts and Weapon Systems

PROFESSIONAL SKILLS

Digital Art Skills

3D modeling
Texture Painting

UV Mapping
Lighting and Shading

Software Skills

Z brush
3D Studio Max
P4 Perforce

Maya
Adobe Photoshop
After Effects

Unity Editor
Unreal Tournament 2004
Subversion

Design Skills

Level Layout Design
Environment Design

Layout Design
Game Design

Storyboarding

Traditional Skills

Painting
Metalsmithing

Drawing
Glassblowing

Sculpture
Ceramics

EDUCATION

Bachelor of Fine Arts in Interactive Design and Game Development March, 2007
Savannah College of Art and Design (SCAD), Savannah GA
Minor: Sequential Art GPA 3.4/4.0, Deans List: Two quarters
Southern Illinois University of Edwardsville 2001-2004
School of Arts and Science

EXHIBITIONS/ORGANIZATIONS

Awards: Outstanding Achievements in Art 2009 Tiger Woods Environment Team
Depth Chargers (Best of Show, Game Design, World Art) SCAD ENTELECHY 2007

Organizations: Next-Gen, (SCAD's) Game Development student organization
Leadership experience, as Secretary/Treasurer (1Year), Vice President (1year)

Attended: GDC 2006, 2007 GDX 2005, 2006, 2008, AGDC 2007,2008
Lecture, Scott McCloud Lecture Jan.25, 2007

VOLUNTEER WORK

Chancellor Park, retirement home, March 2001-April 2001
Doggie carnival May 2007, Mutt Strut, Oct. 2006 (Humane Society events)
Savannah Tree Planting Foundation Volunteer, Jan. 2006, May 2006