



DONNELL GAMMAGE

3D MODELER / CONCEPT ARTIST

Objective: To obtain a challenging position as a modeler

Software:

- PhotoShop
- Mudbox
- Zbrush
- Illustrator
- Macromedia's Flash
- Luxology's Modo
- Valve's Hammer Editor
- Softimage XSI
- Epic's Unreal Tournament 3 Editor
- Dreamweaver

Education: Bachelor of Art in Visual Communication/ Digital Animation (6/05-09/08)
American InterContinental University-Dunwoody

Accomplishment: *President of the Animation / Game Design Workshop Club*

Education skills:

- Flash Animation
 - Creating Web sites layouts
- Digital Painting
 - Low-Poly 3D Modeling
- Clay Sculpting
 - Importing Characters & Static props into the Half life Engine/ Unreal Engine
 - High-Poly 3D Sculpting



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