

Winston Thrasher

3D Generalist

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Experience & Projects

Cyberguys! : Lead Support Technician

September 2010 – Present

- Proper handling of needs in customer service via email and phone service, mis-ships, and quality assurance.
- Met deadlines for company projects with minimal supervision.

Skullman's Grog, Indie Game for mobile & PC : Animator and Character TD
(2014-Ongoing)

- Work in Unity and Unreal 4.
- Modeled, rigged, textured, and animated character assets for ingame use.

Interstellar Studios, "400 Years of the Telescope" Documentary : FX Artist

March 2008 - January 2009

- Team lead on intro title sequence. Responsible for all assets.
- Used Maya, MEL, Muster and Photoshop

Chico State Game Studios, "High Noon" Unreal 3 Mod : Animator

Fall 2006 – Spring 2008

- Worked with animation group, overseeing different levels of animators to meet deadlines set by project director.
- Met weekly for animation critiques to later provide polished animations for director approval.
- Wrote and provided technical documentation for students on how to use tools effectively for Maya to UDK.

IGDA Sacramento Game Development Group (2012-2014) : 3D Generalist

- 3D artist for various assets including: props, characters, rigs, animations, fx sprites.
- Utilize Unity engine for different jam projects.

ES: Skyrim Mod – Morrigan Companion Mod: Author

(April, 2012)

- Custom questline and companion mod with written dialog.

Neverwinter Nights 2 Mod : 3D Artist

(August 2010)

- Created low-poly creature assets for in-game use.

Computer Graphics Club President

(Fall 2007 – Spring 2009)

- Presented monthly meetings & tutorials in front of student body.
- Lectured on 3d animation and software packages (Maya, Zbrush) for club and other attendees.

EDUCATION

California State University Chico, Chico, CA September 2003 - May 2009

Bachelor of Science in Applied Computer Graphics

Scott Eaton Anatomy, Sculpting, and Facial Anatomy Workshop (2013-2014)

Python in Maya CG Society Workshop (Fall 2011)

SOFTWARE & SKILLS: *Maya, Zbrush, Unity, Unreal 3, Photoshop, MEL/PyMEL, Python, Fluid Dynamics, Particle FX, Rigging, Lighting, Texturing, Character Animation.*