

KRISTIAN DELOS ANGELES

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Summary of Qualification: Dedicated game designer with comprehensive knowledge of Maya and basic knowledge of 3Ds Max; Foundational knowledge of Unreal engine and Hammer engine (steam); Savvy skill using Adobe Photoshop, Illustrator, and Dreamweaver. CompTIA A+ Certified, Capable in Windows and Macintosh environments.

Education: May, 2011 *Associate Degree in Information Technology: Network Management*
Westwood College—Chicago, IL

May, 2008 *Bachelor of Fine Arts in Game Art and Design*
The Illinois Institute of Art—Chicago, IL

Sept, 2004 *Associate of Applied Science in Computer Science*
Kalamazoo Valley Community College—Kalamazoo, MI

Experience: 2010 **Razor Reach - Chicago IL**
Web Designer for www.RazorReach.com (Intern)

2009 **Murasaki Chicago - Chicago IL**
Web Designer for www.Murasakichicago.com (Freelance)

2008 **Midway Amusement Games LLC - Chicago IL**
Art Intern for Blitz Team
Shipped Game: **BLITZ the League II**

- Responsible for creating textures for character models
- Responsible creating LOD's (Level of details)

2008 **Blitzkrieg Tank**
Student Project

- Responsible for scripting and programming

http://kristdreams.com/Blitzkrieg_tank.html

2007 **Melo Contractors - New Jersey**
Web Designer for www.Melocontractors.com (Freelance)

Awards/Honors: April, 2008 Fashion and Media Extravaganza (F.A.M.E.)
The Illinois Institute of Art — Chicago, IL
“Best of Show in Game Art and Design”