

IAN SNYDER
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(U.S. Citizen)

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PORTFOLIO

<http://ian.paradum.com>

SKILLS AND CAPABILITIES

- Highly proficient with UDK, Unity, Photoshop, and 3DS Max
- Proficient in Unrealscript, Kismet, and Javascript
- Experienced in C++ programming, PHP, and HTML
- Analytical and a strong problem-solver
- Trained in traditional art theory
- Skilled in personal computer use, including the following software:
yEd Graph Editor, Microsoft Excel, Word, PowerPoint and Outlook

WORK EXPERIENCE

- **Game Designer – Asphalt 6 and a new unannounced UDK project**
Gameloft Montreal, May 2010 to Present
 - Resident expert in UDK for the design team
 - Manages a team of technical game designers
 - Primarily responsible for design and technical implementation of tracks
- **Environment Artist – Dungeon Hunter 2**
Gameloft Montreal, January 2010 to May 2010
 - Helped in the design of the tile-based system used for the levels
 - Created some of the most memorable environments
- **Lead Environment Artist – GT Racing: Motor Academy**
Gameloft Montreal, December 2008 to December 2009
 - Managed a team of artists for track creation, and worked closely with the programmers for technical constraints
 - Designed track layouts
 - Handled all non-programming technical issues regarding the tracks
- **Designer and Artist**
Naixela Software, November 2004 to November 2008
 - Created game designs and concepts for Gammon Trigger, Felwyrld, Blood & Beaks, Red: Space Trucker, Astronomo Rex, and Night of the Pumpkins
 - Created majority of art assets for Gammon Trigger, Red: Space Trucker, Felwyrld, Astronomo Rex, Blood & Beaks, as well as various small game projects

EDUCATION

- B.S. Mathematics / Minor: Art & Design
Texas State University - San Marcos
Graduated May 2008. GPA 3.22