



# Lindsay Ruiz

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**Objective:** Seeking a career in the game design industry where I can utilize and challenge my artistic abilities and technical skills.

## Professional Skills:

- Six years experience with Adobe Photoshop
- Well-versed in modeling and animating in 3D Studio Max
- Excellent comprehension of several Adobe and Macromedia programs including Flash, Illustrator, Director, After Effects, and Premiere
- Adept at drawing both by hand and digitally
- Knowledgeable with HTML and CSS
- Proficient in Microsoft Office Suite
- Experienced with Windows and Mac operating systems
- Developed the ability to work in a fast-paced atmosphere
- Maintained excellent customer relations and developed customer rapport
- Excellent writing ability and verbal communication skills
- Strong work ethic and motivation to produce the best work possible

## Education:

ITT Technical Institute, Seattle, WA

Associate of Applied Science Information Technology; Multimedia

Current GPA: 3.97

Graduation Date: November 2008

## Experience:

### *Martin Arts*

August 2008 – Present

3D and Concept Art Intern

- Modeled and unwrapped game assets in 3ds Max
- Textured models with Photoshop
- Currently designing concept art for investor presentations

### *Red Panda Games*

March 2008 – Present

2D Art Intern

- Created 2d art assets for puzzles and characters using Photoshop
- Developed the user interface for puzzles and maps

### *Big Mouth Music*

June – December 2007

Promotional Artist

- Designed promotional flyers for concerts and events using Photoshop and Illustrator

### *Regal Entertainment Group*

May 2004 – Present

Associate Manager

- Managed 5-15 employees on a daily basis
- Maintained order and efficiency in a fast-paced atmosphere

