Anthony Bagsby

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Occupation
Environment Artist with 4-5 years experience

CAREER RELATED WORK EXPERIENCE

Full Sail Associate Course Director in Computer Animation 2010 - Present
- Started as a Studio Artist, promoted to Associate Coarse Director
- Responsible for teaching classes and making lectures, and running labs
- Creating teaching recourses such as tutorials, and giving additional when if needed.
- Grading assignments, and continuing personal education as an Environment Artist

Indinomicon Director/Founder 2013-Present
> Locating developers and speakers for events
> Marketing events
> Finding sponsorship

MG Studios Contract Artist 2013
- Lead artist for a team of four artist on a short term contract project
- Contract artist responsible for creation of game assets

Squee Play Inc. Contract Environment Artist 2012-2013
- Contract Artist responsible for creation of Game assets for Squee Dogs Facebook game
- Helped to define Modeling style in early production.

Austin Visuals Contract artist and Unity Consultant 2011-2012
- Responsible for creation of assets for studio contracts.
- Assisted in development of Pipeline for unity development.
- Assisted in finding artist for AV contracts

Electronic Arts (EA) Tiburon 2008- 2010
- 6 month Temporary Position on Tiger woods PGA Tour 2009 Wii
- Became a Full-time Associate Environment Modeler after temporary position ended
- Tiger Woods 2009, 2010 Wii, Tiger Woods Online (TWO)
- Contributed to online gaming development and digital goods
- Adapted to both Waterfall and Scrum pipelines
- Took complete ownership over environments completely though production process on TWO
- Experienced work through Alpha and Beta
- Facilitated work with outsourcing
- Illustrated a rounded experience on Wii titles; creating assets, getting assets to work in game, working with art direction

EA Professional Practices- Class where students did outsourcing work for EA Games
- NASCAR 2008

PROFESSIONAL SKILLS

Digital Art Skills

3D modeling	UV Mapping
Texture Painting	Lighting and Shading
Game Engine Integration and Layout	

Software Skills

Z brush	Maya	Unity 3d Editor
3D Studio Max	Adobe Photoshop	Unreal Tournament 2004
P4 Perforce	After Effects	Subversion

Design Skills

Level Layout Design	Layout Design	Storyboarding
Environment Design	Game Design	

Traditional Skills

Painting	Drawing	Sculpture
Metalsmithing	Glassblowing	Ceramics

EDUCATION

Bachelor of Fine Arts in Interactive Design and Game Development   March, 2007
Savannah College of Art and Design (SCAD),   Savannah GA
Minor: Sequential Art   GPA 3.4/4.0, Deans List: Two quarters
Southern Illinois University of Edwardsville 2001-2004
School of Arts and Science

EXHIBITIONS/ORGANIZATIONS

Awards: Outstanding Achievements in Art 2009 Tiger Woods Environment Team
Depth Chargers (Best of Show, Game Design, World Art) SCAD ENTELECHY 2007

Organizations:
 Next-Gen, (SCAD's) Game Development student organization
    Leadership experience, as Secretary/Treasurer (1Year), Vice President (1year)

Attended: GDC 2006, 2007 GDX 2005, 2006, 2008, AGDC 2007,2008
Lecture, Scott McCloud Lecture Jan.25, 2007

VOLUNTEER WORK

Chancellor Park, retirement home, March 2001-April 2001
Doggie carnival May 2007, Mutt Strut, Oct. 2006 (Humane Society events)
Savannah Tree Planting Foundation Volunteer, Jan. 2006, May 2006