Kelly Shevawn Goffigan • www.sparklinggoddess.net

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Objective

To gain industry experience in a Game design company, as a Character Artist and 3D Modeler.

Special Skills and Knowledge

- Good listener, quick learner, work well with others
- Excellent people/communication skills
- Team leader and a team player
- 8 years Photoshop experience
- 4 years 3DS Max 8, 9 and 2009 experience
- 1 year Unreal Editor 3 experience
- Highly developed understanding of a Production Pipeline
- Willingness to adapt to new technologies and programs

Education

Art Institute of Pittsburgh, Online Division, Bachelor of Science — October 2005 – June 2010
Major: Game Art and Design

Sinclair Community College — September 2003 – June 2005
Major: General Education with a focus in Art Studies

Work Experience

Gold Star Chili, Dayton, OH– — July 2002- May 2006
Waitress
Basic waitress responsibilities, customer relations

NCR-Permond Solutions Group, Dayton, OH — April 2001 - April 2002
Customer Care Agent
Responsible for creating work orders and trouble tickets, creating incidents for field engineers, and contacting field engineers and managers regarding calls in their queue. Assisted other agents in procedures, and kept track of misrouted incidents.