

ED HICKS

3D Animator | Game Designer

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EDUCATION

Game Design	<i>Vancouver Film School</i> - Graduated with honors. - Focused on 3D Art, Animation, and Level Design.	Oct '11 – Oct '12
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EXPERIENCE

3D Animator Cinematic Designer	<i>Vancouver Film School</i> - Major Hertz - Produced a 3 rd -person action shooter on a team of 5, over 12 weeks. - Responsible for all rigging, animation, cinematic sequences, with shared modeling and design responsibilities. - Used Unity 3D, Maya, ZBrush, Photoshop, Premiere Pro, Pro Tools, and Fog Bugs.	Jun '12 – Sep '12
Playtester	<i>United Front Games</i> - Provided fresh-eyes testing on “Sleeping Dogs” during a 6 hour play-through session. - Provided critical feedback and offered design suggestions.	May '12
Animator Character Artist	<i>Vancouver Film School</i> - Freeo - Produced a 2D side-scrolling shooter on a team of 5, over 3 weeks. - Responsible for all character art, animation, cinematic sequences, and audio mixing, with shared design responsibilities. - Used Flash, Photoshop, 3D Studio Max, and Pro Tools.	Jan '12 – Feb '12

WORK

Quality Control Inspector	<i>B.E. Pressure Supply</i> - Responsible for final visual inspection and safe packaging for distribution.	Aug '09 – Oct '11
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HARD SKILLS

Proficient With	Maya 3D Studio Max Unreal 3 Editor	Unity 3D Photoshop Pro Tools	MS Word MS Excel
Experience With	ZBrush Premiere Pro	Flash Perforce	

INTERESTS

Hockey	Guitar	Double Bass	Kayaking	Couch Co-op
Baseball	Drums	Piano	Paintballing	Dogs