

ReidPrice

3d Artist • Texture Artist • Digital Musician • Sound Design

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Profile

Highly motivated, multi-talented professional who exhibits a strong technical and traditional background. Demonstrated ability to grasp new programs and systems quickly. Able to perform with a high degree of self-direction and motivation.

Excellent communication and team skills—mature, positive individual with ability to approach art with objectivity. Receptive to art direction and performs well within a collaborative team environment.

Software Skills

Maya, 3D Studio Max, Photoshop CS5, Cubase

Analog Skills

Painting, Sculpting, Sketching, Design

Awards and Honours

- Graduated Ontario Self Employment Benefit Program, 2012
- Successfully launched a business where I provide 3d Art, and Music for multimedia projects, 2011
- Co-creator, writer, producer and host of a television program about video games (QuickCharge TV), 2011
- Quebec newspaper wrote an article about me and my arrival from Ontario to join Wendigo Studios Inc., 2008
- Received Prince Hall Grand Lodge Foundation Scholarship, 2006
- Graduated with Honours from Fanshawe and Humber College – for both Fine Arts, 2005 and 3D for Production: Game Development, 2006

Education

Ontario Self Employment Benefit Program – **Business Training and Mentoring** March 2011 — January 2012

- Program designed to educate participants with the necessary training, counseling and income support to launch a business.
- High percentage of applicants do not get accepted into this program funded in part by the Government of Canada.

Humber College – **3D for Production: Game Development [post graduate]** September 2005 — August 2006

- Graduated with honours.

Fanshawe College – **Fine Arts [advanced diploma]** September 2002 — April 2006

- Graduated with honours.

Career Development

3Sun – Sole Proprietor Waterloo, Ontario 2011 - Present

- Provide Music, Sound, 3d Art and Voice Over work for multi media industries including video games, film and television.

Frozen North Productions – 3d Artist, Animator, User Experience Designer Waterloo, Ontario 2009 - 2010

- Responsible for modeling, texturing and animation of 3d props and characters for the Wii title, 'Flip's Twisted World'.
- Also took on high profile on and offsite design contracts for companies such as Shell, TD Bank, and Microsoft.

Wendigo Studios – 3d Artist, Animator, Level Designer Chicoutimi, Quebec 2008 - 2009

- Responsible for modeling and texturing of game assets from concept drawings ranging from environments to characters as well as level building.
- Worked quickly and efficiently within a team environment on several different shipped titles for both the Nintendo Wii and Nintendo DS game systems.

Blit Interactive – Freelance 3d Artist, Level Designer Middletown, Delaware 2007 - 2008

- Modeled and textured vehicles and props for numerous online video games for clients such as Hotwheels, Topps, and the Speed Racer franchise.

The Law Offices of Nadrich & Cohen – Freelance (remote) Legal Transcriptionist Los Angeles, California 2007 - 2008

- Transferred office attorneys' spoken dialogue into detailed, typed legal documentation. Excellent typing and computer skills were exercised in this high pressure and tight deadline position.

The Keg Steakhouse & Bar – Bar Manager, Host, Busboy, and Dishwasher London, Ontario 1998 - 2005

- Started as a dishwasher. Hard work, reliability and positive attitude quickly moved me up the ladder to positions that required the responsibility, and leadership qualities I demonstrated.