

Thomas Kobelsky

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Objective: to bring my design and implementation skills to work for your team.

Skills and Experience:

Unreal Editor 2&3

Level Design

Designed a Maze map influenced by the movie Cube (team project) [UE2]

Technical Design

Using the Material Browser, I was able to create a Cel-Shader for characters and a different Cel-Shader for environment pieces [UE3]

Autodesk 3ds Max 9

Environmental Modelling

Designed custom static meshes for "Hench," which is a fast-paced action game utilizing a cel-shaded art style developed in Unreal 3

Animation

Animated a character walk cycle, imported into Unreal 2

Adobe Suite CS3

Photoshop

Extensive knowledge, easily able to make textures with

Illustrator

Intermediate knowledge, easily able to make images to be transferred to Photoshop for further editing

Flash

Was part of a small team that designed and developed a game using Action Script 2.0

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Education:

Diploma in Game Design

Vancouver Film School

Vancouver, BC 2008

Work Experience:

Meat Department Employee

Urban Fare - Yaletown

Vancouver, BC 2008

Labourer

Grew up on a farm, working with heavy machinery

Wilkie, SK 2007

Assembly Line Labourer

CryoVac Packaging, Mitchell's Gourmet Foods

Saskatoon, SK 2006

References Available Upon Request