

# PHILIP LESNAR

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## Objective Statement

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I am a 3D Artist and Game Designer applying for a 3D modeling entry-level position. I can apply my education, teaching experience and modeling skills to the delivery a quality video game product.

## Summary of Skills

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Proficient in Adobe Photoshop  
Proficient in Autodesk Maya  
ZBrush 3D sculpting  
Unity Game Engine

Negotiates/Resolve differences  
Self-Starter: Groups and Independently  
Marmoset Toolbag 2  
Topogun

## Education

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Bachelor of Science, Game Design and Development  
University of Wisconsin-Stout - Menomonie, WI, United States

## Applicable Education Courses

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3D Modeling and Animation I, II, III  
Games in Education  
Digital Puppetry Workshop & Studio in L.A. (Work & Pitched to Jim Henson Company)  
Game Design 2D  
Game Design 3D  
Interactive Environments

## Work History

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ID Tech Camp Instructor Macalester College - Saint Paul, MN	Summer 2014
Pizza Delivery Driver Toppers - Menomonie, WI	May 2012 to Aug 2012
Shipping and Receiving Menards - Elk River, MN	Jan 2011 to Sep 2011

## Accomplishments

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Featured in the Black Tie event in 2012 and 2013 for 3D short animation.  
President of Stout RPGs 2010  
Student Game accepted into the Wisconsin Game Summit  
Lead Artist for 3D Game Design class 2014