

# Bethany Strandbergh

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## EDUCATION

### Undergraduate B.A., Media Arts

May 2010

Michigan State University, East Lansing, MI

- Concentration in Games, Web, and Interactive Media
- Specialization in Game Design and Development
- Related Coursework: Studio Arts
- GPA: 3.6/4.0; graduated with honors

## EXPERIENCE

### Artist

Sept. 2009 – Aug. 2010

Gel Lab, Michigan State University, MI

- Engineered concept art on assets featured in the game Mount Olympus
- Produced 3d models using Maya, specifically prop assets and environments
- Composed textures for models using Photoshop
- Developed full body rigs along with paint weights and animations for models
- Successfully placed all completed models into game using Unity

### Artist

Jan. 2010 – May 2010

Michigan State University, MI

TC498 Collaborative Game Design Capstone Course

- Worked with a MSU team in collaboration with Scientifically Proven Entertainment as an artist on an Xbox 360 videogame adaptation of the Discovery Channel Man vs. Wild TV show

### Sales Associate

June 2008 – Aug. 2008

Bath and Body Works, Brighton, MI

- Served as sales representative
- Efficiently handled cash transactions
- Participated in late night restocking

## SKILLS

- Proficient in Autodesk Maya and Adobe Photoshop
- Basic talent in After Effects and 3ds Max
- 3d modeling – high and low poly
- Past experience with full environment modeling as well as weapon creation
- Familiarity with UV mapping and texturing
- Competence in creating skeletal rigs as well as painting weights
- Capable of creating timed animations with models