

David Moniz

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Level Design Experience

Mod for Unreal Tournament 2004 "Wands" (Capstone Project for ITT)

Responsible for: Level Design "The Lost Maze": Concept Art, Level Assets, Textures, & Storyline.

Character Design "Hollymoss": Modeling, Rigging, & Storyline.

Weapon Modeling (Thunder Wand), Ammo Pickups, Art Design,

Quality Assurance Testing, Video Capturing & Editing, & Promotional

Videos for Mod Presentation

www.wandsgame.com/

Education

- **ITT Technical Institute**, Lathrop, CA March 2006 – December 2008
Digital Entertainment and Game Design {Bachelor's of Arts & Salutatorian}
- **Cal State Monterey Bay**, Monterey, CA August 2005 – December 2005
Visual & Public Art

Program Knowledge

<u>Adobe:</u>	<u>Autodesk:</u>	<u>Microsoft:</u>
Photoshop	3D Studio Max	Word
Premier		Excel
After Effects	<u>Epic:</u>	Access
Director	UnrealEd 2004	PowerPoint
Acrobat		Outlook
		Visio

General Skills

- Strong quality assurance and organizational skills.
- Works well under pressure and with multiple tasks.
- Ambitious team player that looks forward to working on new projects with others.
- Good experience with communicating all parts of projects with team members.