

## **Cody Thomas**

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### **Education**

#### **Grant MacEwan College, Edmonton**

Digital arts and Media

2003 - 2004

#### **The Art Institute of Vancouver, Burnaby**

Game Art and Design Graduate

Sept 2005 - June 2007

### **Technical Skills**

- Experienced with Maya, 3ds Max, Photoshop, and Zbrush.
- Specialize in character modeling (practiced in building props as well).
- Capable of high detail texture creation.
- Proficient at setting up characters for animation (rigging, weighting).

### **Interpersonal Skills**

- High performance standards.
- Team player.
- Willing to make sacrifices to achieve project goals.
- Always motivated toward self improvement.
- Fit in well with others, and bring a good vibe to the workplace.

### **Experience**

#### **IUGO Mobile - Artist**

**June 2008 - present**

- Responsible for creation of 2D/3D art assets for games.
- Use tools such as 3Ds Max, Adobe software suite, and in house developed game engines/editors.
- Contribute in game design meetings on weekly bases.

### **Projects**

- **Shaky Summit** (iphone, 2008),  
Character/Prop Modeler.

- **Toy Bot Diaries Trilogy** (iphone, 2008)  
Artist/Level Designer
- **Freeballin'** (iphone, 2009)  
3D Modeler.
- **A.D.D.** (iphone, 2009)  
Artist
- **Spy Bot Chronicles** (iphone, 2009)  
Artist/level designer

**QA Labs – Test Specialist**  
**2007 - 2008**

- Executed various tests on multiple games and applications.
- Documented game/application issues following strict guidelines.

**Games Project Workshop – Character Modeler**  
**2007**

- Created game character models, and textures game assets.

**Photo Journey Ltd. – Graphic Artist**  
**2001 - 2006**

- Created graphic art for numerous clients that ranged between sports, fashion, advertisements, and logos.