

Noah Presnell

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Summary:

Hard working and dedicated artist with the desire and know-how to meet the ever growing demands of the game industry. I always strive to better myself and grow as an artist, through whatever means possible.

Proficiencies:

- 3ds Max
- Maya
- Photoshop
- Zbrush
- XNormal
- Perforce
- Raid
- Jira
- Mudbox

Work Experience:

Flying Lab Software
November 2006 – Present

Environment Artist and Prop Artist on Pirates of the Burning Sea.

Tasks included both modeling and texturing of whole environments including terrain, foliage and buildings, as well as the lighting of many of those environments; Painting of skyboxes to match lighting; modeling and texturing of various different props including weapons and various environmental props; learned PrometheanFX (a basic particle engine used at FLS) and trained the current particle fx artist in its usage.

Flying Lab Software
March 2006 – November 2006

Environment Art Internship on Pirates of the Burning Sea.

Tasks included working closely with the other environment artists to build up environments and props including some texturing and modeling.

Education:

The Art Institute of Seattle
Fall 2003 – March 2006
Associate of Applied Arts in Animation, Art and Design

Shipped titles:

Pirates of the Burning Sea
PC MMO