

RAZMERGIAN

EXPERIENCE

- 2017 **Section Studios: UI Artist**
 - Designed UI layout and interface
 - Created and designed UI art assets
 - Code and implement front end features and UI elements in Unity
 - Direct others in asset creation
 - Review and offer feedback on outsourced work
- 2015-2017 **Freelance Visual Effects Artist**
 - Did work for the following companies/programs
 - So You think You Can Dance (3D/Motion Graphics)
 - America's Got Talent (Cold Open)
 - IFC - Gigi Does It (paint outs, removals, VFX)
 - NBC / Seeso / Bajillion Dollar Propertie\$ (VFX, graphics)
 - Warner Horizon (Title work on pitches for new shows, VFX)
 - Netflix / CBB / Micheal Bolton's Valentines (VFX)
- 2015 **SoundMorph: Generalist (Contract)**
 - Created launch trailers (cg videos) for new products
 - Created box art and marketing materials
 - Website design and UI direction
- 2015 **Warner Bros: Visual Effects Artist for TV (Repeat After Me)**
 - Performed screen footage replacement in post
 - Reflection removal/replacement
 - Paint outs and corrections
 - Template customization
- 2014 **Firebrain: Design and Illustration Generalist**
 - Designed websites, catalogs, posters, flyers, etc for clients
 - Performed website "maintenance" for client requested changes
 - Maintained various online stores
- 2014 **Theory Form: UI Artist/Designer**
 - Led UI direction development
 - Created UI assets/illustrations for runtime
- 2013-2018 **Freelance**
 - Developed mobile games in Unity (art/design/UI/c# scripting)
 - Worked as contract producer for SpinPunch's War Star Empire (Facebook RTS)
 - Developed art for Make Games With Us
 - Illustrated/designed for enterprise web apps
- 2010-2013 **Reactor Zero: Lead Designer . Scripter . Artist**
 - Led functional design documentation/decisions for projects
 - Designed UX/UI for in-house and customer facing toolsets
 - Created runtime UIs w/ javascript, CSS3, and HTML5 -- (CEF)
 - Modeled 3D art assets (weapons, buildings, props)
 - Authored 3D levels (world building/scripting/ai)
 - Animated human characters for games and promo videos
 - Demoed to and trained clients for products -- clients including groups such as the Secret Service and U.S. Special Forces.

OBJECTIVE

To work as a creative developer, leveraging my varied skill-sets to author content that will be engaging, memorable, and allow audiences to enjoy unique and cherished experiences.

PROFICIENCIES

- Photoshop
- Illustrator
- InDesign
- After Effects
- C#
- Unity
- Communication
- Creative Writing
- Maya
- ZBrush
- Javascript
- CSS3/HTML5
- Unreal
- WPF/Expression Blend
- Caffeine Consumption

EDUCATION

Columbus College of Art & Design: 2010

- BFA in Illustration
- Minors in Time Based Media and Writing

REFERENCES

Available upon request.

- Sum 2008 & 09 **Reactor Zero: Intern . Designer . Scripter . Artist**
 - Created runtime icon art assets
 - Created concept/pitch art
 - Scripted extensively in Angel Script
 - Developed art direction for hand held system targeted game
 - Documented game design for various pitches
 - Modeled environments in Maya
 - Assisted lead designer in designing tools and systems for in house development
- 2001-2003 **Outrage Games (division of THQ): Game Designer . Generalist**
 - Wrote detailed design documents during development phases
 - Designed levels from written form to playable finish
 - Scripted levels and boss battles via in house visual scripting system
 - Modeled levels using Maya
 - Animated minor props
 - Headed the initial design of the combat system in Alter Echo (PS2/Xbox title)
 - Trained others in use of the scripting system
 - Worked with a team of designers assisting the writer in crafting the story for "Alter Echo"
 - Survived some nasty crunch periods!