

Joedy Felts

Character & Environmental Artist

www.joedyfelts.com

Objective

Create cutting edge 3D character and environmental designs, and to continue to grow both technically and artistically within the game design community.

Education

The Art Institute of Pittsburgh

Pittsburgh, PA 01/03 - 09/09

- Bachelor of Science Degree in Computer Game Art and Design
- Cumulative 3.96 GPA

University of Virginia

Charlottesville, VA 08/96 - 06/99

- Studied Computer Science

Software Skills

- 3D Studio Max
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Adobe After Effects
- Adobe Dreamweaver
- Adobe InDesign
- Adobe Premiere
- Corel Draw
- Unreal Editor 3
- HTML & CSS
- Javascript
- Microsoft Office Suite
- Autodesk Mudbox (some)

Work Experience

Media General

Richmond, VA 04/09 - Present

Creative Services Designer

- Create both static and rich media web advertisements
- Design to strict Yahoo! web standards
- Manage 20 - 30 ad production orders per week
- Design, develop, and deploy uniquely branded splash web pages
- Create custom flash animations

Richmond.com

Richmond, VA 04/07 - 11/08

Senior New Media Designer

- Designed and managed all static and rich media web advertisements
- Developed website comps and front end code for client websites
- Designed and managed all Richmond.com print campaigns, including street billboards and marketing materials

Qimonda

Sandston, VA 12/00 - 4/07

Diffusion Process Engineering Technician

- Managed and adjusted production recipes to control layer deposition to within a few microns of target thickness
- Responsible for documenting out-of-control product and either reworking this material to within control tolerances or scrapping the material out
- Facilitated training of Manufacturing Associates on Diffusion furnaces and equipment

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