

Priscilla Firstenberg
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SKILLS

DIGITAL

Digital Painting/Illustrating
Texturing
3D Modeling
UV Unwrapping
Normal Mapping
High Poly Sculpting
Digital Layout Design
Photo-manipulation
Basic Motion Graphics

PROGRAMS

3DsMax
Maya
Zbrush
Photoshop
Topogun
Crazybump
Perforce / Source Depot
After Effects
Basic Unreal 3 Engine

TRADITIONAL

Figure Drawing
Illustrations
Sketching
Gouache
Ink
Acrylic
2D Animation
Story Boarding
Marker

WORK EXPERIENCE

Nectar Games

July 2012 - Present
Seattle, WA

- **Freelance Artist.** Handling many different tasks for indie game. Tasks include: Character concept, HUD/UI work and video work.

ArenaNet

August 2011 – December 2011
Bellevue, WA

- **Concept/UI artist.** Working with both the concept and UI team creating icon and other 2D art assets for Guild Wars 2 (PC) with Photoshop.

September 2010 – August 2011

- **Environment Prop Artist.** Using Maya, 3DsMax, Zbrush, Photoshop and Topogun to make props for Guild Wars 2 (PC). Tasks include, modeling, unwrapping, texturing, high poly sculpting, retopologizing, procedural animation set ups, shader material use.

Griptonite – Foundation 9

June 2010 – August 2010
Kirkland, WA

- **UI Artist.** 2D Photoshop work creating and concepting UI for several different projects on the Nintendo DS and Xbox. Also heavy localization work.

October 2008 – May 2009

- **Digital Illustrator.** 2D Photoshop illustration work Women's Murder Club: Games of Passion DS game and Bejeweled Twist DS. Tasks included: character and environment concepting, background and environment construction, painting and lighting, character portraits, and UI concepting and illustration.

Microsoft

September 2007 – September 2008

Redmond, WA

- **Environment/Production artist** for Microsoft's Aces Studio. Painted and fixed textures for 3D world terrains for "Train Simulator 2" and partial work for Aces' "Flight Simulator" product. Tasks also included: low poly modeling for environmental props, along with UV unwrapping and texturing. Tools used: Photoshop, 3D Studio Max 9, Product Studio, Source Depot, and the studio's game engine.

Oberon Games

October 2006 – June 2007

Seattle, WA

- **2D Artist.** Painted backgrounds and environments in Photoshop for Hide-&-Seek games. Shipped games include "Dream Day Wedding" and "Dream Day Honeymoon."

Flying Labs Software

June 2005 - April 2006

Seattle, WA

- **Internship** for "Pirates of the Burning Sea." Tasks: Painting and touch ups on light maps and textures.

EDUCATION

FuturePoly, Professional Program

FuturePoly February 2010 – July 2010

Bellevue, WA

- Developed Skills: Refined 3D modeling, texturing, unwrapping, high poly sculpting, Unreal 3 Engine editing and 2D concept development.

Bachelor's of Fine Arts, BFA

The Art Institute of Seattle 2003-2006

Seattle, WA

Dean's List and Honor Roll GPA 3.5

- Developed Skills: 2D illustration and painting. Digital painting and illustration. 3D modeling, texturing, unwrapping, rigging, 3D animation, 2D animation, film editing, game development and digital special effects.

PUBLISHED GAMES

Guild Wars 2 (PC)

Captain America: Super Soldier (Nintendo DS)

Bejeweled Twist (Nintendo DS)

Women's Murder Club: Games of Passion (Nintendo DS)

Train Simulator 2 (PC)

Dream Day Honeymoon (PC)

Dream Day Wedding (PC)

Pirates of the Burning Sea (PC)