

COLIN R. KOESTLER

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[Email: colinkoestler@gmail.com](mailto:colinkoestler@gmail.com)

[Website: www.ckoestler.com](http://www.ckoestler.com)

Skills:

- Creating 3D environments and props and vehicles.
- Concept and design of environments, props and vehicles
- Texturing-Photo manipulation and hand painted.
- Team player, with and ability to accomplish set goals.

Software

- Autodesk 3DS Max
- Autodesk Maya
- Autodesk Mudbox
- G.E.C.K.
- Pixologic Z-Brush
- Adobe Photoshop
- Alienbrain
- Microsoft Office

Knowledge:

Professional Experience:

Designer, Environment Artist, and Side Story/Character Biographer

The Atomic Cafe (Fallout 3 MOD) April 2009-Present

- Assist artist with critiques, and provide minimal art direction.
- Created and textured models from concept art.
- Exported finished models into G.E.C.K.
- Create side stories and character profiles.
- Designed levels.

Quality Assurance Technician on *Damnation*

Codemasters/Point of View., Irvine, CA (Contract) December 2008-April 2009

- Provided Feedback and game play recommendations to development teams.
- Reported issues and game bugs.
- Reported issues resolved through testing.
- Generated daily reports on load testing for PC, Xbox 360 and PS3 platforms.

Junior Environment Artist on *G.I. Joe Rise of Cobra*

Foundation Nine/Double Helix Studios., Irvine, CA December 2007-April 2008

- Worked with concept art to model and texture in game props and objects.
- Provided feedback and ideas for game play elements.
- Attended workshops on next generation art creation techniques.

Quality Assurance Technician on *The Golden Compass*

Foundation Nine/Shiny Entertainment., Irvine, CA May-December 2007

- Provided Feedback and game play recommendations to development teams.
- Reported issues and game bugs.

Game Master/ Account Specialist on *World of Warcraft*

Vivendi Universal/Blizzard Entertainment., Irvine, CA March 2006-May 2007

- Fostered superior in-game support to players.
- Restored in-game items and characters to accounts.
- Play tested multiple Bosses and Dungeons.
- Investigated account fraud activities.

Education:

The Art Institute of California-Orange County

Bachelor of Science in Game Art and Design, December 2005

- Dean's List/Gold Cord Recipient

Art Institute International of Minnesota

Associate of Applied Science in Multimedia and Web design, March 2000

- Graduated with Honors

Relevant

Experience:

- Gave workshops to the students of the Art Institutes of Orange County, on the use of 3D applications (Transfers, AO mapping and Normals mapping). As well as the implementation of Lightbox using Dreamweaver to create dynamic webpage galleries.
- United States Navy Photographer (U.S.S. Constellation CV-64)1993-1997
Photographed, processed and printed film. Worked with new digital technologies.

References Available Upon Request

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