

LOREN MATTHEW OSTGARD

3D MODELER

www.MostlyToad.com

3962 Parkhaven Drive

Las Vegas, NV 89120

Phone: *Please request an offline version*

MostlyToad@gmail.com

OBJECTIVE

3D Modeler with experience from concept to completion of character and world objects.
Eager to participate in the video game industry and learn from experienced game developers.

SKILLS

Modeling
UVW Mapping
Texturing
Animation
Python Scripting

SOFTWARE

3D Studio Max - Proficient
Zbrush - Proficient
Silo3d - Proficient
Photoshop - Proficient
Illustrator - Experienced
Maya - Experienced
MudBox - Intermediate

EXPERIENCE

Team Reaction (Mod Group) 2003 - 2007
Modeler, Texture Artist, Animator.
Contributions
"Q3:Gloom" - Player/Map Modeling, Texturing, Animation
"D3:Gloom" - Player Modeling, Texturing, Animation, Scripting

EDUCATION

Carson City High School
1111 North Saliman Drive
Carson City, NV 89701
(775) 283-1600
<http://www.carsonhigh.com/>

REFERENCES

John Zagorski - Neversoft (Activision)
Level Designer
Phone: *Please request an offline version*
Years known: 4

Johannes Robbins - Secret Level (Sega)
Q/A Lead
Phone: *Please request an offline version*
Years known: 2

Paul Jackson - Netdevil (NCsoft)
Programmer
Phone: *Please request an offline version*
Years known: 3

Lee Montgomery - Linden Lab
Producer for Second Life
Phone: *Please request an offline version*
Years known: 2

David Wyly - Team Reaction
Team Lead, Level Designer, Modeler, PR
Phone: *Please request an offline version*
Years known: 4

Aaron Gilmore - Team Reaction
Level Designer
Phone: *Please request an offline version*
Years known: 4

EDUCATION (CONT.)

Six semesters of 3d Computer Animation
Two semesters as a teacher's aid
Primarily Used 3ds Max and Photoshop
Four semesters of art classes