



ANTHONY RUELAS

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OBJECTIVE

To obtain an entry-level position in game production to make use of my artistic, technical, public relations, and communication skills.

SKILLS

- Proficient: Maya, 3D Studio Max, MS Office, MS Project, Photoshop, After Effects, HTML, Creative WaveStudio, Premiere, Ulead Video Studio, PowerDirector Pro, PC and MAC
- Knowledgeable: MEL Script, Unreal Script, Flash, Director, Paint Shop Pro, WinDVD Creator, ArcSoft Video Suite
- 10 years experience in public relations and customer service
- Bilingual: fluent in English and intermediate level of Japanese (speaking and writing)

EDUCATION

The Art Institute of California-San Francisco, San Francisco, CA
Bachelor of Science, Game Art and Design, Graduated 03/06, GPA 3.5

The College of Charleston, Charleston, SC
Bachelor of Art, Studio Art, Graduated 05/99
Minor: Japanese Studies

EMPLOYMENT/EXPERIENCE

- 10/03 – 03/06 The Art Institute of California – San Francisco, San Francisco, CA
Student Tutor
- Setup tutoring sessions with 31 students, adjusted teaching style for each student
 - Tutor students in a variety of subjects including Maya and Image Manipulation
- 10/04 – 03/06 The Art Institute of California – San Francisco, San Francisco, CA
Student Worker at Registrar's Office
- Work closely with Faculty and Staff to update student records and grades
 - Data entry and file various paperwork; such as student records and transcript requests
- 10/03 - 03/06 The Art Institute of California – San Francisco, San Francisco, CA
Student Projects
- Project Manager for three levels, set and enforced development schedules
 - Art Director for two level, created art design sheet, set and enforced production schedules
 - Independent class project created script, translation, storyboard, lycra reel, directed voice acting, and edited video and audio
- 06/99 - 09/03 Athena Corporation, Beaufort, SC
Glazier/Special Projects Engineer
- Designed, installed, sold, and repaired high-end shower enclosures and shelving
 - Trained new employees on installation and repairing of products
 - Managed the stocking, ordering, inventorying of materials, and customer service for the glass and shelving department

VOLUNTEER

- 03/05 Game Developers' Conference Associate – Provided interpretation assistance for Japanese guests and helped setup sessions for speakers
- 07/05 Teen Workshop Teacher's Assistant – Helped instruct high school students in Maya and After Effects by demonstrating rigging, texturing, lighting, modeling, and rendering
- 10/04 – 03/06 Director of Public Relations for Anime Intrigue – Budgeted, setup, ran, and worked with companies to do events
- 10/98 - 10/04 Anime Weekend Atlanta Convention Assistant – Invited by companies to help setup booths, sell, and promote merchandise
- 08/98 - 10/04 RoundCon Convention Assistant – Invited by Convention Director to setup events and coordinated with companies to show their products