

Worth Dayley...

phone : 801.376.9047
email : worthdayley@gmail.com
Provo, Utah

Work Experience...

Undergrad Associate Environment Artist, Unannounced Title - *Disney Interactive (Avalanche Software) - (2011-present)*

on a team of 6, worked directly with game designers, concept artists, art director, and other 3d artists | influential in the visual direction and game design of the core gameplay of an upcoming, unannounced Disney core initiative | collaborated with others to design and build numerous environment assets, their textures, and their eventual gameplay | developed content based on official Disney and Pixar IPs

Character Art Intern, Everquest 2 - *Sony Online Entertainment - (2010)*

designed, concepted, and built a mob boss character for the 'Velious' EQ2 expansion | designed and built many player-wearable cloaks for the in-game loot store | 1 of my cloaks generated more income through this store in its first weekend than I was paid in wages all summer (\$6000+) | worked on a small character art team of 6 people to create content for one of the most popular MMO games of all time | worked with in-house tools and pipelines

3D Artist - *Lime Marketing - (2011)*

designed, built, and rendered shaders in Mental Ray | worked on art assets for medical iPad apps | designed characters for a promotional iPad game | asset model cleanup, uv mapping, and shading in maya

Animator/Illustrator - *BYU Independent Study - (2008-2011)*

worked closely with programmers to design and create art and animation assets for flash-based games | 2d design, animation, and illustration | in charge of designing art-identity packages for online high school-, middle school-, and college-level courses | produced art assets within deadlines

Education...

- Candidate for graduation in Animation and Russian Language at Brigham Young University. Projected graduation date: December 2011.
- Formal training in 2d and 3d design, 3d game art, traditional art and art history, drawing and rendering, tae kwon do martial arts, wilderness survival, archery

Portfolio...

<http://www.worthdayley.com>

Skills...

Proficient In



Maya



Zbrush



Adobe Products



Unreal Development Kit



Pens, Pencils, Sketchbooks

additional experience: 3d coat, marmoset, source engine

Art

As a designer, artist, and aspiring game artist, I have developed an artistic eye that, combined with training and practical experience, allows me to produce excellent work without much revision, particularly under deadlines.

Genuine Ingenuity

My experiences working both with students of the arts as well as in professional design situations has spawned within me a seething hatred for all things boring, bland, and repetitive. Additionally, I have always been one who does not fit easily into others' molds. My art is as genuine as my personality, and my quirks translate into fresh design. I am not just another artist.

Perspective

Working with different personalities has taught me to keep things in perspective. Perspective keeps issues in priority and keeps egos in check. Perspective empowers you to deal with deadlines realistically and effectively. As a result, I meet my deadlines, have fun doing it, and do it well. I am rarely stressed and always optimistic.

Personal...

- Conversational and literary knowledge of the Russian language
- Tae Kwon Do black belt,
- Eagle Scout,
- 2 years of voluntary humanitarian service in Eastern Ukraine
- Lover of music, art, combinations of the two, good cinema, and great games.