

Zoe Wolfe

Technical Artist

Address:

3175 John F Kennedy Blvd
Philadelphia, PA 19104

Phone:

484-318-9801

E-mail:

zew24@drexel.edu

Portfolio:

www.zoewolfcreations.com

Relevant Courses

Scripting for Gaming
Game Workshop I/II
Spatial Data Capture
3D Animation I/II
Software Design
CGI I/II

Skills



Education

Drexel University

Anticipated: June 2020

Bachelor of Science in Game Design and Production
Minors in Computer Science and Animation

Game Projects

Entrepreneurial Game Studio

Sept 2016 - Present

Team Lead

- ❖ Present weekly progress to the director of the studio for a couch co-op game
- ❖ Design the concept and art assets for a 3D dinosaur shooting/platforming game
- ❖ Produce an organizational chart and plan to maintain a solid timeline and workflow
- ❖ Allocate work to designers, programmers, and artists on the team

Sone

Sept 2018 - Jan 2019

Assistant Producer/Technical Director

- ❖ Produce a local cooperative horror game with sound based mechanics
- ❖ Delegate weekly tasks to appropriate members and teams to ensure dependencies are completed
- ❖ Maintain a proper pipeline using self created tools and proper documentation
- ❖ Optimize overall performance through shaders, polycount, and proper scripting
- ❖ Manage all art assets and prefab organization

Hard Served

Apr 2018 - June 2018

Lead Developer

- ❖ Developed all of the code to get a functional puzzle, story-based game in Unity within 6 weeks
 - ❖ Followed through with team members every 2 days to check in and ensure work was being done in a timely fashion
 - ❖ Adapted art assets from Photoshop to import them efficiently into Unity
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Work Experience

Michaels Craft Store

June 2016 - Jan 2018

Support Specialist/Sales Floor Associate

- ❖ Improved store's rewards sign up rate by 5%
- ❖ Identified areas of the craft store that needed to be reorganized and maintained an aesthetic store appearance
- ❖ Trained new employees on the sales floor according to corporate policy
- ❖ Assisted customers with identifying what they needed to complete their projects, then found it in the store