

Stephanie Waugh
3D Character Artist
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Objective To create sophisticated 3D characters and to work with a team that will push me to develop my own skills further.

Education Savannah College of Art and Design
Bachelor's of Fine Arts as of May 2005 with Magna Cum Laude
Interactive Design and Game Development
Illustration Minor

Work History Content Manager at GamesThatWork
June 01, 2005 – present
-Modeling/Texturing
-Level Layout and Design
-Concept Art
-Animation -Assisting with managing outsourced content and art interns

Staff Writer for GamersInfo.net
October 2004 – Jan 2005
-Writing game reviews

Related Courses of Study	Modelling for Game Design	Drawing
	Programming for Interactivity	Conceptual Illustration
	Environment and Level Design	Color Theory
	Intro to Animation	Life Drawing
	Speech and Public Speaking	General Anatomy

Skills and Programs	Drawing	Adobe Photoshop
	3D Modelling	Autodesk 3D Studio Max
	Texturing	Macromedia Director
	Animating	Experienced with Zbrush and Mudbox

Interests

SCAD Crew

September 2002-2005

Women's captain September 2004 - 2005

-Leadership

-Time Management

Thirteen Thirty-Seven, Game Development department student-run organization

March 2003 - 2005

-Cofounder

-Vice President

United Student Forum, Student Government

September 2004 - May 2005

-Representing the Game Development Department

-Communicating and solving student issues -Liaison to students and department dean and chair

Student Representative in Admissions

September 2003 - November 2003, August 2004

-Giving Campus Tours

-Meeting with and informing prospective students

-Representing the school at the SCAD SIGGRAPH booth (2004)