

Ranko Prozo
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Aim:

I aspire to improve the quality of the gaming experience with my growing artistic talent.

Education:

B.S in Media Arts & Animation
The Art Institute of Pittsburgh, Pittsburgh, PA 15219
Attended with 3.6 GPA and perfect attendance.

Digital Skill Set:

3D Studio Max
Maya
Photoshop
Zbrush
After Effects

Engines:

Big World
Gamebryo
Unreal
Infernal
Ntools (WII/DS)

Experience:

Wayforward

"Batman: The Brave and the Bold" (WII) - Environment Artist Jan 2010 - Present
"Lit" Next Gen Remake (PS3) - Environment Artist
"Happy Feet 2" (DS/3DS) - Environment Artist
"Centipede" (3DS/WII) - Environment Artist
"Silent Hill: Book of Memories" (Vita) - Lead Environment Artist

Eipix Games (Off-Site)

Aug 2009 - Dec 2009

"Ferramentum" (PC) - Modeling / Texturing
"Ecllosion" (PC) - Modeling / Texturing
"SKU Products" (Advertising) - Modeling/Texturing
"Fear of Floating" (PC)- Environment Art/Animation

Meteor Games

Jan 2008 - Feb 2009

"Twin Skies" (PC) - Environment Artist
"Pets" (PC) - Environment Artist

(References upon request)