Domonic Creek

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Summary of Skills

Animation | Illustration | Graphic Design | 3D Modeling | HTML5 | CSS
Autodesk Maya | Adobe Suite | Unity 3D | Blender3D

Experience

Indie Game Developer - "Flying Turtle Emprise" (Since 2016)
- Worked solo creating different games for both PC and Mobile (3 Games Shipped).
- Create & pipeline concept art, design plans, textures, UI logos / graphics, models, rigs, animations, sprites, and illustrations.
- Work involved creating characters, creatures, environments, and effects.
- Coded games using C# (thus far).

Technical Illustrator - "Stair Supplies" (2019 – 2020)
- Created realistic 3D & 2D assets used for instruction manuals and instruction videos.
- Created realistic renders using custom made textures using Blender 3D.
- Fine tuned the production process for this position to reduce time needed to complete large scale projects.

Graphic Designer - "The Frame Factory" (2017 - 2019)
- As the Graphic Designer, I create designs with the purpose of being framed and displayed.
- Create designs to be dye-sublimated on to clothing.
- Restore and Edit photos, logos, and other digital media to be printed and used in display.
- Manage the graphic design aspect of the shop.

3D Artist / Technical Artist - "Burnout Game Ventures (2015 - 2017)
- Modeled Props and environmental pieces using Blender 3D and Autodesk Maya.
- Rigged multiple characters compatible with game engines.
- Animated characters for standalone VR Demonstrations.
- Created Special Effects using Unity Game Engine.
- Modified and restored multiple graphics and logos.

Lead Artist - "Couch Potato Gaming" (2015 - 2016)
- Modeled props and environmental set pieces.
- Created textures used for characters, environments, and props.
- Created logos and icons used for distribution for marketing.
- Created prototypes for different projects.

Education & Certifications

Bachelors Degree – Media Arts & Animation
- Graduated Cum Laude.
  Art Institute of Washington – Dulles

Certifications –
- HTML & CSS Fundamentals