# **ASHELY R HUGHES**

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## **PROFILE**

An Artist Who...Is Self-motivated and organized

Able to work both independently and as part of a team

Strives in deadline driven environments

Passionate about what she creates

# **SKILL SETS**

Proficient with the following:

Unity 3D 3DS Max Adobe Photoshop Microsoft Applications

# **EDUCATION HISTORY**

Collins College, Phoenix, AZ

10/09 - 12/12Bachelors of Science - Game Production

# **Projects**

Treasure Hunt, Object Orientated Programming, Solo Project Utilized the Unity 3D Engine and Java Script to create a functional small game.

Awarded "Best Game" by student vote

Ben Franklin Scotsman Hunter, GAME JAM, Team of five Created a game within 48 hours using the Unity 3D Engine.

Awarded "Best Game" by a panel of industry professionals and student vote

# **EXPIERENCE HISTORY**

Wild At Heart, Phoenix, AZ

11/11 - 01/12

## **3D Art Director**

Managed a 3D art team of four and implemented cohesive art pipeline and schedule.

Reviewed assets during and after production.

Modeled and textured main character.

Managed Level within the Unity Engine.

Good Noggin, Phoenix, AZ

12/11 - 01/12

# 3D Artist

Modeled and textured three enemy characters and four main assets.

Designed Level Layout and implemented into Unity 3D Engine.

Collins College, Phoenix, AZ

12/09 - 12/12

#### **SA for Library**

Circulate library and college materials and maintain patron files using E.O.S integrated library system. Library statistician, collect and record library data and file into weekly and monthly status reports. Troubleshoot computer issues, and proctor Wonderlic testing for students.

# **VOLUNTEER SERVICES**

ST. Vincent Nepal 11/11 ST. Mary Food Bank 11/11