

# John Ross Porter

[www.jrporter.com](http://www.jrporter.com)

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## SKILLS

- Software - 3ds max, Maya, Mudbox, Photoshop, Illustrator
- Modeling both low and high poly models
- UV mapping and texturing
- Normal map and light map generation from high detailed models
- Maxscript authoring experience
- Animation and rigging experience

## EDUCATION

### **The Art Institute of Pittsburgh**

PA

Bachelor's of Science, April 2005

Pittsburgh,

### **Pine-Richland High School**

Diploma, June 2001

Gibsonia, PA

## EXPERIENCE

### **Pirates, Vikings, and Knights II**

Present

*Character Artist, Animator.*

Responsible for modeling, texturing, and animating character models, 1st person view models, and UI material, as well as assisting environment artist. Worked closely with an international team to get the game released.

2004 –

### **Leed's**

Kensington, PA

*Artist.*

Present

Responsible for creating production ready vector artwork for imprinting on a variety of promotional product material, creating and sending product proofs to customers, and reviewing outsourced material for quality.

New

June 2005–

### **Net Decree**

*Web Designer*

Freelance web design and implementation for a variety of local clients.

Gibsonia, PA

2001–2002