

Joshua Seaver

Producer / Designer

Contact

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Summary

Game producer/designer with a strong foundation in prototyping, art and programming.

Experience

Technical and Creative Designer, XO Games

Entertainment Technology Center, Pittsburgh, Pennsylvania, Fall 2007

Determined the pipeline and creative design of games, and coded prototypes of the games for children in developing countries for the One Laptop per Child's XO laptop. The Entertainment Technology Center is a project-based, interdisciplinary graduate program bringing artists, producers, and programmers to create innovative location-based and video-game experiences.

Technical Artist/Designer, Fashion Designer

Entertainment Technology Center, Pittsburgh, Pennsylvania, Spring 2007

Created 3D models, animations, and artist's tools using MEL script for real-time 3D clothing design PC video game.

Co-Producer/Designer, Game Sketching

Entertainment Technology Center, Adelaide, Australia, Fall 2006

Co-production, art and coding for a research project to create interactive pre-visualization tools for video games.

Producer/Level Designer/3D Modeler/Animator, Building Virtual Worlds

Entertainment Technology Center, Adelaide, Australia, Summer 2006

Created models, rigs, dynamics and animations for five different interactive worlds over the course of just fifteen weeks.

3D Animation Producer

Reelworks Animation, 2006

Produced, animated and coordinated distributed rendering of a five minute CG animation for Sheryl Crow's Wildflower Concert Tour.

New Media Manager

Science Museum of Minnesota, 2001-2006

Formed and managed creative teams of developers building educational multimedia for exhibits, websites, kiosks and DVDs. Managed budgets, wrote grants, coordinated collaboration between museums and researchers, planned and implemented technical specifications and infrastructure.

New Media Developer

Science Museum of Minnesota, 1994-2001

Created 2D/3D scientific visualizations, simulations, and animations. Authored 3D games through programming, 3D modeling and texture art. Published database-driven web sites with PHP, video streaming. Specified kiosk design.

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Education

<p>Carnegie Mellon University Master of Entertainment Technology. Interdisciplinary program working in teams with artists and programmers, 2007. Cumulative GPA of 4.0.</p>	<p>Macalester College Bachelor of Arts with Honors in Studio Art, 1991</p>
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Skills

<p style="text-align: center;">Expertise In</p> <ul style="list-style-type: none"> • Team Leadership, project planning • Illustration and storyboarding • 3D Modeling • Character and level design for games • 2D & 3D Animation • Kiosk and environment design • Teaching game art software 	<p style="text-align: center;">Experience With</p> <ul style="list-style-type: none"> • Intermediate Python / MEL scripting • Agile development • Non-linear editing, compositing • Web programming • Video streaming • CD and DVD authoring
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Software/ Hardware

<p style="text-align: center;">Expertise In</p> <ul style="list-style-type: none"> • Maya 8, Modo 3 • Unity 3D, Panda 3D game engines • Photoshop, Illustrator, Sketchbook Pro • Linux, Macintosh OS X, Windows XP • Novel human computer interfaces and unique projection environments • Flash 8, Director MX • Customized hardware installations 	<p style="text-align: center;">Proficient With</p> <p>Blender, 3DS Max, Realflow</p> <ul style="list-style-type: none"> • Torque 2D/3D • Final Cut Pro HD • Logic, Sound Forge, Audition • Python, MEL, Actionscript, PHP/MySQL • Excel, Word, Acrobat • Perforce (version control)
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Awards/Scholarships

IGDA GDC Student Scholarship Recipient, 2007

One of 25 students nationwide to receive the Independent Game Developers Association (IGDA) Game Developer's Conference (GDC).

Apple WWDC Student Scholarship Recipient, 2007

Awarded a full conference scholarship to the Apple Worldwide Developer's Conference.

Macalester College Art Department Outstanding Achievement Award, 1991

Recognition from the faculty based on quality and diversity of work, including installation art, sculpture, printmaking and independent studies in film and video.

Profession Organizations

Current member of IGDA and ACM SIGGRAPH.

Interests/Hobbies

Drawing, painting, playing games with my son, tennis, backgammon, foreign films, indie music, live concerts, cooking and dining out, camping, museums and galleries, travel.