

# STEVE YOUNKIN

3061 Palm Trace Landings, Apartment #1505

Davie, Florida 33314

(954) 673-8185

SteveY@SteveYounkin.com

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

## Computer Program Knowledge

- 3d Studio Max
- After Effects
- Particle Illusion
- Maya
- Z-Brush
- Illustrator
- Photoshop
- Premiere
- Headus UVLayout
- Unreal Engine

## Design Skills

- 3d Modeling
- Level Layout
- Basic Scripting

## Projects History

Project: World War 2 Mod "*The Lost Mission*"  
Programs used: Unreal Engine, Photoshop, 3d Studio Max  
Time frame: 11 weeks  
Work completed: Created 80% of the static meshes, unwrapped and textured / created all animations in the cut scene and rigged characters

Project: Scratch Beat – A 2D Side Scroller  
Programs used: Unreal Runtime, Photoshop, 3d Studio Max  
Work completed: Created 95% of the static meshes, unwrapped and textured / assisted with level design layout / created NPC animation

## Work History

2006 – Present Stratogon Games, Weston, Florida  
3d Modeler/texture artist/

- Created in game assets(modeling and texturing)
- Rendering(post effects and particles)
- Lighting and compositing

Assisted Programmer and Level Designer on all projects

## Education

Graduated 2007 Art Institute of Fort Lauderdale, Florida  
Bachelor of Science – Game Art and Design

## Willing To Relocate