

# Mark W. Neneman II

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## SUMMARY OF QUALIFICATIONS

Three years successful experience in the field of creating art specifically for video games with training in all aspects related to production. Highly proficient 3D modeler who demonstrates ability to work on a team and see a project completed from conception to realization inside of a working game engine. A strong balance of technical knowledge and creative ability. Excellent writing ability along with great presentation skills. Ambitious personality, although able to keep projects practical and manageable. Passion for digital art and video games with a strong drive to learn new things.

## SKILLS

- Unreal 3 Engine
- Source SDK
- 3D Studio Max
- Normal Map Generation
- Maya
- Photoshop
- zBrush
- UV Unwrapping

## EDUCATION

Bachelor's of Science in Game Art & Design Spring 2009  
The Art Institute of California – San Diego

## CREATIVE EXPERIENCE

Level Design Club at The Art Institute of California- San Diego Spring 2008 - Spring 2009

### *President*

- Overall management of school club
- Oversaw projects within the club
- Act as lead designer for current "Team Fortress II" map project

Prototype Class- "Candy Baron Woods" for Sony Online Entertainment Fall 2008

### *Level Designer*

- Provided lighting and effects to level design
- Designed overall mood for environment
- Helped concept and design overall project
- Modeled assets such as furnace, small bridges, and fencing for the level
- Worked with a team of seven associates

## WORK EXPERIENCE

Mission Hills Country Club Rancho Mirage, CA

### **Membership Assistant**

June 05 – July 06

- Organized and maintained a paper and digital member database.
- Accumulated numerous odd jobs from handling print services to designing menus & event advertisement posters.
- Created content and layouts for various sections of the Club's web page.