



Susan Oleinik

environment and texture artist

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susanoleinik.com

EXPERIENCE

Surreal Software June 2009 - November 2009

Lighting and Environment Artist

This is Vegas

Optimized lighting for entire exterior world map

Created lighting for sections of the exterior world map

Undisclosed WB Title

Modeled, textured and created shaders for 30+ assets

Zombie Studios February 2009 - April 2009

Junior Level Designer

SAW the Video Game

Optimization and bug fixes, and asset placement

360Start January 2009 - September 2009

3D Artist

Rendering high-detail 3D floorplans, utilizing ArchiCAD, Maya, and Mental-Ray

Microsoft October 2008 - December 2008

Game Tester

Her Interactive July 2008 - August 2008

Contract Localization Artist

Nancy Drew and the White Wolf of Icicle Creek

IWin Games - Division 90 July 2007 - July 2008

Contract 2D/3D Artist

Garden Defense

Animation, optimization and background illustration

Undisclosed Title

Modeled, textured and rendered over 200 assets in four months

SHIPPED TITLES

Garden Defense November 2007

IWin Games - Division 90

SAW the Video Game October 2009

Zombie Studios

SKILLS

3D Studio Max

Maya

Flash

ZBrush

Photoshop

Unreal Editor

Dreamweaver

Perforce

3D Modeling

Texturing

High-poly sculpting

Material creation

EDUCATION

The Art Institute of Seattle Seattle, WA 98121

September 2005 to June 2008

3.8 GPA, Dean's List, Best Graduating Portfolio

Bachelor of Fine Arts Degree – Game Art and Design