



# Susan Oleinik

environment and texture artist

(360) 909-5792

susan.oleinik@gmail.com

<http://susanoleinik.com>

## EXPERIENCE

Zombie Studios January 2010 - present

Level Designer and UI Artist

**SAW the Video Game 2: Blood Ties**

Surreal Software June 2009 - November 2009

Lighting and Environment Artist

**This is Vegas**

Created and optimized lighting for exterior world map

**Lord of the Rings - War in the North**

Modeled, textured and created shaders for 30+ weapons

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

**The Fixer Uppers** - Unreleased

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

Photoshop

3D Modeling

Maya

Unreal Editor

Texturing

Flash

Dreamweaver

High-poly sculpting

ZBrush

Perforce

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