



EDUCATION

Carnegie Mellon University
Carnegie Mellon University
Pittsburgh Film Makers

M.E.T. [Masters of Entertainment Technology]
B.F.A. in Industrial Design
Certificate of Photography

SKILLS SETS

3D modeling and painting in 3ds Max, Deep Paint, Maya, SketchUp, SolidWorks and Swift3D.
Management of teams and projects in interdisciplinary environments.
Static and interactive design in Adobe Dreamweaver, Flash, ImageReady and Photoshop.
Development of video games using the Gamebryo, Panda 3D and Unreal engines.

EXPERIENCE

The Art Institute of Pittsburgh
October 2004 - Present

Teacher - Guiding students through courses that range from team game production to 3D web design. I am responsible for making sure each student understands the key elements in the fields I present to them by constructing proper syllabi, lesson plans and stimulating projects.

Schell Games, LLC
June 2004 - Present

Game Artist | Interface Designer - Responsible for all production of User Interface (UI) and Heads-up Display (HUD) design for Schell Games' in-game and web development. Using rapid interface prototyping my focus is to create a functional product that in turn matches the focus and style of the media at hand. Complimenting this is my 3D modeling skills from which I use to make assets for interface design, character design and level design.

Jam-O-Drum
Entertainment Technology Center
Spring 2004

Lead Artist - Rapidly developed three interactive | collaborative games for the Jam-O-Drum System over a four month period. As a part of an interdisciplinary team I took artistic lead to guide the theme of the experiences, assign asset deliverables, and personally create all final art using 3ds max and Photoshop.

Battlefield Franchise
Electronic Arts Partners [EAP]
Fall 2003

Art Intern [Additional Artist] - Charged with concept illustration, interface design, 3D model making and rendering for both print and web publishing. Prepared art assets for EAP's communications with Digital Illusions [D.I.C.E.] on Battlefield 1942, Battlefield Vietnam and other tentative titles.

Kodak [SCC] Product Builder
Entertainment Technology Center
Summer 2003

Interaction Designer - Designed and developed an immersive environment for a web-based application used for creating photo related products. An avatar was developed with an A.I. so that it could interact with your mouse and the environment while at the same time answer user questions [ex. the avatar could pick up and move pictures to help you or jump over your mouse cursor as it moves under its feet].

Digital Music Distribution System Entertainment
Technology Center
Spring 2003

Designer | Artist - Produced and developed all artwork and CAD drawings which led to a Macromedia Director interface and a free standing version of the distribution system. The research objective of this project was to determine the feasibility of a digital music delivery system for customers without internet access or computers.

Dinosaurs Alive
Entertainment Technology Center
Fall 2002

Art Director | 3D Artist - Coordinated and created concept designs and 3D art for an interactive theater experience in the Carnegie Museum of Natural History. Personally in charge of all character modeling, painting, and animation of characters and environmental props.

Stage 3 Research Lab (Carnegie Mellon)
Summer 2002

Designer | Artist - Created low polygon models for the Alice Virtual Reality Gallery. I was in charge of modeling, painting, and scripting one immersive virtual world every three weeks for twelve weeks.

Interactive Home Audio | Theater
School of Design
Spring 2002

Student - Designed and developed an interactive home audio system for the high-end market of audio consumers. The project focus was to find ways to make an experience more than just an interaction, and addressed the issues of merging technologies in the future product market.

Building Virtual Worlds
Entertainment Technology Center
Spring 2002 & Fall 2002

Teaching Assistant - Taught students numerous techniques and processes for modeling 3D worlds during an interdisciplinary class based on experiences in virtual reality. Constructed modeling and painting tutorials for BVW students, which made learning bridges for the Alice Authoring System.

Drawing Studio
School of Design (Carnegie Mellon)
Fall 2001

Teaching Assistant - Introduced students to creative thinking approaches and how to successfully translate both traditional and conceptual forms to paper. The class was based on perspective, shading, and other depth concepts using a wide variety of media.

Master Motion
Entertainment Technology Center
Fall 2000 & Spring 2001

Student | Modeler - Head modeler for all environmental and character designs, and had a large role in the background, cultural, and environmental research for the project. The goal was to create a Chinese countryside for immersion in a Tai Chi experience using a 12 camera VICON system and wireless VR.

Building Virtual Worlds
Design Studios
Design Theory
Independent Studies
Photography

Student in an **interdisciplinary class** using VR technology
Focusing on the analysis and application of **form and function**
Courses addressing **design's impact on society** and its effect on different aspects of life
Numerous **courses that I have formed** to link my interest in both product design and interactive media
Documentation, black | white, and color **photography and printing**

MEMBERSHIP | HONORS

Current member of the AIGA, IDSA, and IGDA
Graduated with University Honors
Graduated with College Honors

CONTACTS

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