

# Richard Blumenstein

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

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**Objective :** to obtain a position within the Technology and Design field

## Education

**Academy of Arts University**  
24 credits (currently enrolled)

*Major:* Game Design Conceptual Art  
current

**University of Phoenix**  
Masters Degree in Education

*Major:* Curriculum Design  
February 2007

**The Maya Training Center**  
Maya Certification

3d modeling Course  
2005

**Illinois Institute of Art**  
Bachelor of Fine Arts

*Major:* Computer Animation and Multimedia  
May 2000

**Milwaukee Institute of Art and Design**

*Majors:* Drawing and Illustration  
1995-1997

## Application Skills

- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Adobe Dreamweaver
- Adobe Indesign
- Adobe Premiere
- Adobe After Effects
- Torque
- Unity3d
- UDK
- 3D Studio Max
- Mudbox
- Maya
- Painter
- Xnormals
- HTML
- ASP/Vbscript
- SQL
- C++/C#
- Javascript

## Current Projects

Personal Video Game developing in Unity3D (rpg)

- Concept all artwork needed
- Model from conceptual artwork
- texture all artwork
- layout level for all art assets including environment, character, and props

Developing Android Game on Unity3D (tower defense)

- Create concept art, model, texture, and animate for all assets, characters and environments
- Work on Game design and mechanics as well as level layout

Continue to sketch, digital paint, model, and texture art

- Modeling on organic mechanical model called UXR-15
- Texturing Aquagirl 3d Hi poly model
- Developing animal reference drawings
- Creating new concept drawings
- Gypsy Painting
- Attending Figure Drawing Workshops
- Continue to update personal website and Deviantart.com account
- On Advisory Board for Herzing University

## Recent Projects

- Painted Vampire Family Project
- Redesign and Program [www.kerriganbrothers.com](http://www.kerriganbrothers.com)
- conceptual design for animals in personal Video Game Project.
- Creation of a Blog for personal Critique.

## Work Experience

- Game Design/Multimedia Instructor**      Arts Institute Online      9/2000 – present
- Student instruction of Photoshop, 3ds Max and traditional media on subjects related to visual communications, game design, game art
  - General procedures such as student interaction, grading, and answering questions
  - Student mentoring
  - Recommend improvements in course curriculum
  - Professional Development
- Co-Owner/Lead Artist**      Digital Asylum Games      9/2011 – present
- Create graphical content for mobile games in development including but not limited to conceptual art, modeling, texturing, animation and put in Unity3d
  - Work with interns to help them become better
  - Develop graphical content for web site
  - Design new games for future production
  - Oversee all aspects of general office coordination
  - Hold weekly Scrum Meetings
- Freelance artist and designer**      Fine Arts and Technology      1/2000 – present
- Design graphics, web content and illustrations for clients
  - Use Adobe Suite and Autodesk Products for Design
  - Work with clients to create solutions and concepts
  - Work with others to complete necessary steps to finish projects
  - Photograph items for web or print content.
  - Responsible for project management
- Game Design/Multimedia Instructor**      ITT Technical      3/2005 – 9/2011
- Student instruction of Photoshop, Illustrator, InDesign, Dreamweaver, 3ds Max, Maya and Unity3d on subjects related to visual communications, game design, game art
  - General procedures such as attendance, lecture, and curriculum design, etc.
  - Student mentoring
  - Work with career services and Admissions to promote program
  - Provide approved curriculum instruction
  - Recommend improvements in course curriculum
  - Professional Development
- Web Designer Intern**      NetNet      3/2002 - 9/2002
- Brainstorming and mocking up design ideas
  - Worked with clients to create a solution for web design
  - Create concepts for the web design for clients
  - Work with Photoshop or illustrator to design conceptual web pages.
- Graphic/ Web Designer**      Best Rate Phone Cards      5/2001 - 2/2002
- Brainstorming and mocking up design ideas
  - Create web content for business promotion
  - Create print content for business promotion
  - Responsible for website management
- E4 Combat Engineer/ Assistant Admin**      Wisconsin National Guard      1/1997 – 1/2003
- Worked on updating employee database and ensured files on employees were up-to-date
  - Continual training on B12 MOS
  - Construction of fighting positions
  - Construction of fixed and floating bridges
  - Construction of obstacles and defensive positions
  - Place and detonate explosives
  - Detect Mines by visual means or use of mine detector
  - Prepare route clearance operations