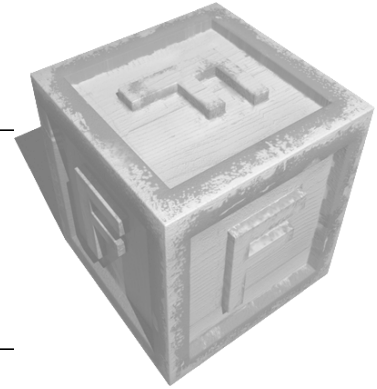


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*Fred A. Muraviov*  
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**Education:**

The Art Institute of Portland, Portland, OR  
BS Game Art and Design  
March 2008

**Skill Set:**

- Adobe Photoshop CS6
- Maya 2013
- Adobe Flash CS6
- Unity 3D

**Work Experience:**

**3D Modeler and Texture Artist - Freelance  
Capital J Media  
Portland, Oregon**

**August 2012 - Current (periodically)**

- Worked on 3 different titles with company
- Modeled and textured over 20 different game assets, characters, ships, and vehicles
- Turned existing hi-poly models into low-poly while keeping the texture true to the original
- Tested alpha and beta versions of games

**3D Modeler and Texture Artist - Freelance  
Pocket Vault Studios  
Portland, Oregon**

**February 2012 - April 2013**

- Primary model and texture artist
- Modeled and textured over 40 game assets

**Digital Artist/ Toy Design/ 3D Modeler  
Jumpingballs.com**

**May 2008 - November 2013**

- Turned drawn concepts into 3D models
- Edited photos for their website

**Head of Marketing / Computer Technician  
Teknyka Tech Support  
Barlow, Oregon**

**November 2012 - Current**

- Manage company's social media pages, marketing campaigns, and advertisements
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