

## Robert J. Chamot

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### Objective

To utilize my artistic and technical skills in digital content creation in a position where I can exercise my talents and creativity.

### Professional Skills and Organizations

- Software: Maya, Photoshop, Unreal Engine 3, Torque Engine, Quantum3 Engine
- Languages: C++, Java, lua, xml
- Certified in Maya Character Animation, Alias Certified Training Program
- Member, ACM SIGGRAPH

### Experience and History

Game Designer, High Voltage Software - Hoffman Estates, IL 11/2008 - present

*The Conduit* (Game - Wii)

*Unannounced Titles*

- Design, script, and populate levels using proprietary tools
- Write and maintain comprehensive design & other documentation
- Write and revise promotional marketing materials and in-game dialogue
- Test for and document bugs

Project Manager of Content, Dawn of Infinity Developers (internet-based) 1/2003 - 12/2007

*Dawn of Infinity* (Game - PC/Mac/Linux)

- Design compelling, balanced gameplay for a MMORPG
- Write canonical backstories and documentation
- Coordinate production of art & audio assets with the programming team

Game Developer, ExcaliburWorld Software - Santa Clara, CA 6/2005 - 8/2007

*Excalibur: Morgana's Revenge 3* (Game - PC/Mac/Linux)

- Pioneer and implement vehicle-based gameplay
- Design and implement levels
- Design and produce promotional and incidental art assets
- Test the game at the lead level throughout development

3D Artist, SimEd Research Group - Champaign, IL 2/2006 - 8/2006

*Using VR Simulations as a Research Tool* (Simulation)

- Design, model, texture, and rig human characters and real-world environments
- Presented at the 2006 ACM SIGGRAPH conference

Software Engineer, School of Public Health, UIC - Chicago, IL 8/2005 - 5/2006

*Rendering the UIC Campus with Torque* (Serious Game/Simulation)

- Research and create an automated pipeline to convert GIS data to a Torque-based simulation
- Write new software to integrate with off-the-shelf solutions
- Write documentation for end users

### Education

University of Illinois at Urbana-Champaign

8/2002 - 5/2006

Bachelor of Science - Computer Science (College of Engineering)

Application Sequence in Art & Design: Graphic Design