

Graham Nardone

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OBJECTIVE:

To exhibit leadership, continually branch into new areas, and demonstrate an excellence within my craft by shouldering responsibility.

EDUCATION:

2005-2007

B.F.A., *summa cum laude*, Jacksonville University, Jacksonville, FL

- major: Computer Art & Design
- concentration: Animation
- senior thesis: *ge_Embassy* – level design, supported by written thesis
- cum. GPA: 3.96

KNOWLEDGE:

Proficient with:

Microsoft Xbox 360 SDK tools, Microsoft TCRs, Sony TRCs, Target Manager, DevTrack, Bugzilla, Microsoft Office Suite, Valve Hammer Editor, Photoshop, Illustrator, ImageReady, Dreamweaver, HTML, CSS

Familiar with:

UnrealEd, Lightwave 3D, Premiere, After Effects, Flash

EXPERIENCE:

EMPLOYMENT:

2007-present

THQ / Volition Inc., Champaign, Illinois

- Compliance Specialist, Xbox 360 & PS3 multiplayer, *Red Faction: Guerrilla*
- Compliance Specialist, PlayStation 3, *Red Faction: Guerrilla*
- Compliance Specialist, Xbox 360, *Destroy All Humans 3: Path of the Furon*
- QA Tester, Xbox 360 & Games for Windows, *Frontlines: Fuel of War*

2001-2004

Adventure Landing, Jacksonville Beach, Florida

- gameroom & laser-tag manager – daily operation, finances, scheduling, maintenance

INTERNSHIP:

2006

Intern, Funstation, Tallahassee, Florida

- worked as a designer on the creation of a new laser tag arena – handled reference images, creative design, theme, 3d model, and playable game level

FREELANCE WORK:

2005-2008

Goldeneye: Source, Half-Life 2 mod

- worked as level designer and game designer

1999-2000

Counter-Strike, Half-Life mod

- level designer on dev team from beta 1 through beta 5

AWARDS:

2007

Departmental Honors, Jacksonville University

- Excellence in Animation

1999

Grand Prize winner, Mod of the Month contest, *PC Accelerator Magazine*

- *Ebola Brahma Virus Standoff*, *Rainbow-Six*, independent project

REFERENCES:

Available upon request.