

MORGAN LINK

MorganTLink@gmail.com

Skills

- Digital Drawing (Photoshop)
- Maya Embedded Language
- 3D Modeling and Rigging
- C++ and C# Programming
- Unity3D Game Engine
- Mudbox and Basic UV Skinning
- Microsoft's XNA Library
- Game Editors
 - Skyrim Creation Kit
 - Warcraft III Map Editor
 - Starcraft II Map Editor

Projects

Massteroid,

Jan. to Jun. 2012

Design Team Member

- 1st place in UC Irvine VGDC game-jam in 2012 and 3rd in OC IEEE GameSIG 2012
- Did visual design and distribution of collectables, obstacles and other objects
- Designed core draft of main menu interface
- Worked with three person team who designed core gameplay systems

Detonation Zone,

Sept. 2011 to Jun. 2012

Creative and Design Team Lead

- A UCI VGDC's three quarter student project
- Conceived and pitched the original game idea
- Led the team's designers in content creation
- Created and coded the grids for tile and sprite sheets.
- Created Art tiles with artist assistance

Werecrocodile Skyrim Mod

Jan. 2013

- A personal mod project done with other students
- Created game asset from start to finish including the design, model, rig, and the UV Shells.
- Converted the asset into a Skyrim compatible format and made it useable in the game.

Education

El Camino Community College,
Associate Degree in Transfer Studies

2011

University of California, Irvine: In Progress
Computer Game Science, B.S.

Est. Winter 2014