

Trent Trombley

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- Objective:** To establish an entry level position in the gaming industry and to continually strengthen my abilities.
- Skills:** **Adobe Photoshop CS3**
Adobe Premier
Adobe Flash
Adobe Illustrator
3D Studio Max
Softimage 2010
Zbrush 3.5
Maya
- Non-professional:** **Center for Arts and Technology** **Kelowna, BC**
Modeler, Texture artist May 2005 - May 2006
Worked on modeling, texturing and R & D on an in school mod called blackout mod which can be located at <http://www.moddb.com/mods/blackout>.
- Professional:** **Center for Arts and Technology** **Kelowna, BC**
Contract Instructor April 2007 – June 2010
Taught a variety of classes in class and through video conference such as Adobe Photoshop CS3, Modeling using Softimage XSI 7 and sculpting in Zbrush 3.5.
- Acclaim Games** **Online**
Freelance artist Dec 2008 - Feb 2009
Worked alongside David Perry designing the interface as well as the 3d modeling and texturing for an online poker game.
- Hi - Fi Design** **Phoenix, AZ**
Comic book flatter 1999 - 2002
Color flatted comic books on comics such as Spiderman, X-men and Avengers so they can be sent to the render artist for final detailing and printing.
- Education:** **Center for Arts and Technology** **Kelowna, BC**
2 year graduate with a diploma in Game Art and Animation. 2004 – 2006
- Okanagan University College** **Kelowna, BC**
Three years of fine arts. 1999 - 2002
- Quesnel Secondary School** **Quesnel, BC**
High school diploma. 1995 - 1998
- Published work:** 3D image of the month in the December 2005 issue of 3D World Magazine.