

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
3D Studio Max
Softimage XSI 6.5
Zbrush 3
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 www.blackoutmod.com.
- Professional:** **Acclaim Games** **Kelowna, BC**
Freelance artist Dec 2008 - present
Designed the interface and did the 3d modeling as well as texturing for an online poker game.
- Center for Arts and Technology** **Kelowna, BC**
Contract Instructor April 2007 – December 2008
Taught a variety of classes such as Adobe Photoshop CS3, Modeling using Softimage XSI 7 and Zbrush 3..
- Hi - Fi Design** **Phoenix, AZ**
Comic book flatter 1999 - 2002
Color flatted comic books to get ready for print.
- 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.