

Trent Trombley

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Objective: To continue developing my career in the gaming industry and to strengthen my abilities as the face of the industry changes.

Skills:

Adobe Photoshop	10 years
3D Studio Max	3 years
Softimage xsi	7 years
Zbrush 4	6 years
Maya	1 year

Professional: **Art Bully Productions** **Online**
Freelance Artist November 2010 - Current
Game asset creation for environments as well as characters utilizing high resolution sculpting, low poly modeling, texturing and uv creation on various titles. Titles include: The Darkness 2 and Ben 10 Galactic Racing.

Center for Arts and Technology **Kelowna, BC**
Contract Instructor April 2007 – Current
Teach a variety of classes in class and through video conference such as: Adobe Photoshop, Modeling and texturing using Softimage XSI and sculpting in Zbrush. Communicate ideas to help develop the curriculum as the 3d and entertainment industry evolves.

Acclaim Games **Online**
Freelance artist 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.

References: Available upon request