

# 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.