

# Wesley Davis

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## OBJECTIVE

To find manufacturing work in which to apply years of 3d modeling and spatial reasoning skills.

## EDUCATION

### Champlain College, Burlington VT

BS Game art and Animation 2024

Focused on preparing for industry, including 70 weeks of cross disciplinary production, multiple 3D modeling workflows, physically based render materials, asset optimization, traditional illustration and drafting.

### Berkshire Community college, Pittsfield MA

Advanced manufacturing - Current

Programming 6 axis robot, learning principles of laser and other thermal manufacturing, and optimization for additive parts and generative design principles.

## CERTIFICATIONS

### MACWIC 2023, Introduction to Advanced Manufacturing

Osha 10 hour general industry safety and health, Reading technical drawings, CAD, and CNC milling.

## RECENT WORK

### Freelance artist

2020 - 2023

Offering Illustration, Graphic design, UI/UX, and 3d printed items.

### Carr Hardware

2021 - 2023

Responsible for product assembly, event rental delivery and setup, customer assistance and moving materials via forklift.

## PROJECTS

### Fighting game character, M.U.G.E.N./Ikemen Go

Solo project in which I designed, animated, implemented and programmed a fighting game character in a finite state machine.

### Ripples, Unity — <https://delta-squad.itch.io/ripples>

Players jump on the beat and avoid each other's landing ripples. Team project. Handled character design, models, key poses, environment and loading animation.

## Software Skills

- Solidworks
- Maya
- Z brush
- Photoshop
- Illustrator
- Substance

## Personal Awards

Eagle Scout

(2012, Troop 70 MA)