

ROBERT MASTRIANO JR

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PORTFOLIO: <http://robmastriano.com>

PROGRAMS

- Maya
- 3DS Max
- Zbrush
- Fusion 360
- Substance Painter
- Xnormal
- Unreal
- Unity
- Adobe Photoshop, Illustrator, Painter, Flash, and Animate
- Marmoset Toolbag
- JIRA

EMPLOYMENT

SEPTEMBER 2015 – PRESENT

3D/2D Contract Freelance Artist, Self-employed

- Worked with clients on numerous projects and contracts, ranging from independent game titles to graphic design, insuring that all products and services were completed on time and exceeded expectations.

SEPTEMBER 2010 – MARCH 2014

Infantry Officer, United States Army

- Command, control, and professional development of a 32 Soldier Platoon in a combat environment
- Maintenance and accountability of 82 million dollars of Government equipment

SEPTEMBER 2007 – MARCH 2009

UI/Concept Artist, California State University, Chico CA

- Worked with clients to determine artistic strategy and design from concept to post-production
- Provide animation team with general information, problem solving, management of all art assets pertaining to company contracts, and served as a liaison between artist and designers
- Team lead in the use of computer software graphical elements and aesthetic standards

EDUCATION

CURRENT

Bachelor of Fine Arts: Game Art and Design
Art Institute of Austin, Austin TX

MAY 2009

Bachelor of Arts: Graphic Design
California State University, Chico, CA

APRIL 2016

Private Pilot: Rotary Wing Aviation
Veracity Aviation Flight School, Seguin TX

