

# Eric Noce

Woodbridge, ON  
Portfolio: [ericnoce.com](http://ericnoce.com)

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## Objective

A position within the field of game art and design where a special ability to create assets and video game art by hand and using Photoshop, Illustrator, and 3D software programs is required.

## Highlights of Qualifications

- Excellent communication skills
- High interest in drawing, colouring, and creating original characters
- Strong passion for video games and creative arts
- High level of confidence with Adobe Photoshop, Illustrator, 3DS Max, Maya, and ZBrush
- Strong ability to accept, and apply, constructive feedback
- Successful in working effectively as part of a team and independently

## Relevant Skills

### Technical Skills

- Illustrated and coloured several character and 2D artworks using Adobe Illustrator and Photoshop
- Modeled and applied shaders to models in Maya and 3DS Max
- Prepared visually compelling renders of 3D models using Maya, 3DS Max, Marmoset and Substance Painter

### Soft Skills

- Planned and managed resources to achieve great success
- Recognized for perfect attendance throughout the current duration of my post-secondary studies
- Hard worker
- Highly punctual and easily able to meet deadlines

### Teamwork

- Collaborated and established relationships with co-workers at Longo's
- Collaborated and established relationships with classmates and instructors as a student at triOS College
- Assisted a partner in putting together a promotional video for Emily Carr Secondary School

## Education

**Video Game Design Technologies + Internship Diploma**, triOS College, Ontario October 2018 – November 2020  
GPA 91%

## Work / Volunteer Experience

**2D Artist Intern**, Wind Jester Games

May 2020 – September 2020

**Customer Service Clerk**, Longos

August 2017 – Present

**Career Fair Volunteer**, triOS College

April 2019