

Sydney Deneus

I am an aspiring 2D and 3D game artist by trade committed to expand my skills in a diverse area of interest particularly with a client or customer Service centric organization. I Inspire to use my Collective technical and customer Service experience to assist in the execution of a company's mission and vision.

LinkedIn

<https://www.linkedin.com/in/sydney-deneus-103634b5/>

Portfolio Site

<https://syddeneus.wixsite.com/po-rtsyddden>

404 - 772 - 7251

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EXPERIENCE

Graphic Monk Productions , Remote — *Intern*

May 2024 - Oct 2024

Signed an NDA. Completed environment design work on a deadline.

EDUCATION

Georgia Military College, GA — *General Studies*

Aug 2019 - May 2020

Georgia State University, GA — *BA Game Design*

Aug 2020 - May 2024

PROJECTS

Once — *Environment Designer* — Game Jam

Assisted in Level Design and was the Primary Designer for the environment and set dressing . Created Shaders to get the look we were looking for.

Cypher — *Level and Environment Designer* — Capstone

Primary level Designer and environment Designer. Assisted with game mechanics and puzzle systems.

Vampiric Ascension — *2D Artist* — Game Jam

The sole 2D artist on this project. Created the assets, characters, and title art as needed.

Inverse — *Level and Environment Designer* — Game Jam

Primary level, environment, and puzzle Designer. I worked with the team to make my idea for the game's mechanic into reality.

SKILLS

Microsoft Office Products: Word, PowerPoint, Excel, Outlook, Visio and OneNote

Software product Version Control: GitHub, Diversion

2D Art and Design: Adobe Photoshop and Adobe Illustrator, Clip Studio Paint

3D Modeling: Maya and Blender

Game Engine: Unreal and Unity Game Engine

3D Texturing: Substance Painter - 2 Years

Microsoft Windows workstation Windows version 7, 10 and 11

Microsoft Windows server Windows Server version 2016 and 2019

Virtualization Concept VMware and Oracle VirtualBox