
Steve Foy

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PROFILE:

- Gamer. Favorite platforms: Classics, PC, Wii, Xbox 360, Playstation 3, DS
 - Experienced in game design, art, and programming
 - Understanding of design workflow, from concept to completion
 - Work well under pressure and able to function under tight deadlines
 - Strong drive for perfection on all tasks and self-motivated
 - Problem solving and team collaboration skills
 - Love to learn and adapt to new technology
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SKILLS:

Autodesk 3ds Max	Adobe Illustrator	C++ coding
Pixologic ZBrush	Corel Painter	Java coding
Adobe Photoshop	Sketching & Sculpting	DarkBASIC prototyping

EDUCATION:

University of Advancing Technology, Tempe, AZ 2006 - Present
B.A. Degree, Multimedia
Dual major, emphasis in game design and digital animation

Chandler-Gilbert Community College, Chandler, AZ 2005 - 2006

Desert Hills High School, Gilbert, AZ 2001 - 2005
Valedictorian & member of National Honor Society

PROJECTS:

Port SARAM Team, Tempe, AZ 2007 - Present
Modeler, animator, scripter
Far Cry modification

Independent Project, Tempe, AZ 2007 - Present
Lead Designer, Artist, and Programmer
Developing 3D side scrolling puzzle casual game in DarkBASIC Pro

WORK EXPERIENCE:

XSRC Corporation 2005
Writer & Beta tester
*Wrote short stories with in-game edited illustrations for site news updates
Tested quests and features of MMOG, documented bugs and proposed fixes*

Chula Vista Care Center, Mesa, Arizona 2004
Caregiver
Volunteer, assisted residents with meals, helped organize celebrations