

Sean D Thurler

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Employment History

EMERGENT MEDIA CENTER, Burlington, VT

May 2008 – May 2009

Visualize Burlington in 3D Project

- Modeled and Textured buildings and houses on and around Champlain College campus for Google Earth
- Developed an efficient workflow and pipeline in order to better organize and estimate the time and effort needed to complete each building

America's Army Project

- Developed the official *America's Army* map *Canyon* using Unreal Engine 2.5
- Collaborated with a team of level designers and artists to define aesthetics and game play mechanics

<http://pc.ign.com/articles/937/937655p1.html>

BROOKMEADOW COUNTRY CLUB, Canton, MA

May 2007 - August 2007

- Responsible for maintaining golf course landscape
- Worked with a team of twelve crew members
- Daily projects included mowing greens, trimming hedges and weeds, raking bunkers, mulching flower beds, and watering greens.

CHAMPLAIN PHONATHON AMBASSADOR, Burlington, VT

January 2006 - April 2006

- Communicated with alumni and friends of the college by phone to both update them with College news and to request donations for student scholarships
- Organized the acquired donations and updated alumni information

Education

CHAMPLAIN COLLEGE, Burlington, VT

B.S. degree w/ dual concentration in:

2009

Electronic Game & Interactive Development
Multimedia & Graphic Design

SCHOOL OF THE MUSEUM OF FINE ARTS, Boston, MA

2003-2004

Received college credit for Introduction to Computer Art and Visual Dynamics

Technical Expertise

- Maya
- Adobe Photoshop
- Unreal Engine 2.5 + 3.0
- ZBrush
- Google Sketchup
- 3D Studio Max

Awards/Honors

Released official *America's Army* map *Canyon* to the public

2008

Won the competition to represent Canton High School as a nominee for the national *Imation Computer Art Scholarship*

2004