

Bret Kittle | Digital Media Professional

~ Professional Experience Developing in the Art and Technical Workflow Pipeline ~
~ Lifelong Passion For the Game Industry ~

"Aside from jumping right in with no hesitation, his infectious smile and ability to handle last minute changes made working with him a pleasure ... Our door will always be open to him."

~ Niki M. de Soto, Marketing Director, Fundraiser Software

PROFESSIONAL EXPERIENCE

ACTIVISION, El Segundo, CA

[January 2009 - Present]

Quality Assurance Tester

Worked on the PS3 version of Prototype on the testing floor at the El Segundo location of Activision's offices (formerly Vivendi Games.) Did verification testing to ensure that bugs from previous builds of the game had been taken care of. Also played through the game in systematic detail and reporting any bugs by uploading screenshots, video, and descriptions into the developer's database.

- Approached bug finding with systematic attention to detail and creative play-testing.
- Used DevTrack database software to report bugs and crashes.
- Became intricately knowledgeable and aware of the many levels, steps, and processes in a real-world game and software development cycle.

www.Activision.com | 800 . 880 . 8454

FUNDRAISER SOFTWARE, West Plains, MO

[May 2007 - August 2007]

Junior Creative Director & Designer

Worked directly with the company President and the Marketing director to assist in the complete redesign of software icons and software discs with a focus on continuity between product lines while staying true to existing brand imaging. Interspersed throughout this larger project were several smaller projects including creating button icons for the company web site at a moments notice and creating magazine advertisements on the fly.

- Consistently met with President, Marketing Director, and other team leaders in order to insure that the needs and requirements of all teams were met.
- Used Photoshop and Illustrator to create mock-ups and final versions of software and desktop icons.
- Optimized images for both 32 bit (for Windows XP) and 24 bit (for 98/2000/ME) before compression into a single .ico file in the case of desktop icons, and .bmp files for software icons.

www.FundRaiserSoftware.com | 800 . 880 . 8454

THE MASTER'S CRAFT WOOD FLOORING, West Plains, MO

[June 2005 - August 2005]

Web Developer/Designer

Designed and developed an internal company network system for aiding company employees during a major software conversion for the sales and accounting departments. Met with office managers of both major locations and the company IT director in order to insure that the conversion process was as seamless as possible.

- Built a MySQL database as the primary back end system from which data could be queried.
- Wrote a straightforward and easy to use search application using ColdFusion MX inside an XHTML/CSS based web page.
- Built graphics optimized for the web to be placed on the search page in order to enhance the employees experience and aid usability and form without sacrificing function.

www.RealWoodFloors.com | 417 . 256 . 6559

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ACADEMIC EXPERIENCE

Aftermath ::: Half Life 2 SOURCE Engine Mod

[Spring Semester 2008]

Team Leader, Lead Designer, Lead Artist

For my Senior Project class I designed and developed a simple demo Mod of the Half-Life 2 Source Engine for which I created my own gameplay and artwork. In order to be able to finish the project on time I recruited several other people to assist in creating the demo.

The Flying Machine ::: Adobe Flash

[Spring Semester 2007]

Solo Developer

This was a simple solo developed Flash game in which the user controls a flying machine drops bombs on target's as he flies overhead. I liked the art concept so much that I am currently in the process of creating a much more advanced version of the game with Flash CS3 using Actionscript 3.

Top-view Adventure Game ::: Macromedia Director

[Spring Semester 2007]

Team Member, Dining Room Artist & Scripter

This was a short end of the year project in which under direction of the team leader each member of the team was given a room and several assets to create for a simple top-view mystery adventure game. I was assigned the dining room.

SOFTWARE PROFICIENCY

ADOBE

Photoshop
Illustrator
Flash
Dreamweaver
InDesign

GAME ENGINES

Source
Unreal 2 & 3
WC3 World Editor

AUTODESK

3DStudio Max
Maya
Combustion

MICROSOFT

Visual Studio .NET
Office Suite
Project
Visio

WIDE RANGE OF TALENTS

ART RELATED

- 3D Modeling
- U.V. Layout
- Texturing U.V. Maps
- Character Rigging (FK and IK)
- Traditional Design Skills

PROGRAMMING

- XHTML/CSS
- XML/XSLT
- ColdFusion
- ASP.NET C#
- C++ & C# (basic)
- MySQL
- MEL & MaxScript

PERSONAL SKILLS

- Consistently contributes to a positive team atmosphere
- Excellent communicator
- Personable and friendly
- Detail oriented
- Driven and self-motivated

EDUCATION

John Brown University

[Graduated May 2008]

B.S. Digital Media Arts, emphasis in 3D Modeling

The major consisted of Core Liberal Arts curriculum, studies in the areas of traditional illustration and drawing, web programming and design, video editing and cinematography, and 3D modeling and animation. For my emphasis I chose study in 3D.

www.jbu.edu