




Charles Conard
3D Artist

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Skills

- 3D Graphics and Design
- Game Engine Software
- Data entry and analysis
- Computer hardware and basic troubleshooting of software

Rite Aid Corporate Office - DSD Pricing Coordinator

June 2017 to January 2019

Responsibilities:

- Entering pricing data provided by vendors / distributors into store systems.
- Communicate cost changes to supervisor.
- Proof weekly advertisements for print media and store locations.
- Liaison between retail stores and data integrity department regarding product pricing.

Accomplishments:

- Became a transitional store support team member following the Walgreens buyout of Rite Aid stores and assets.
- Initial tester for new pricing system in development at corporate level.

Skills Used:

- Data analysis and review.
- Communication between vendors, distributors, managers and corporate team members.
- Extensive use of Microsoft Excel utilizing formulas and conditional formatting.

Toys “R” US - Electronics Department

July 2015 to June 2018

Responsibilities:

- Assisting guests in the Electronics Department and general sales floor as well as cashier.
- Making recommendations of products based on information given.
- Picking items from Back of House for guests in store and online orders for pickup. Helping guests load their cars with large items.
- Unloading trucks and sorting items into their assigned sections to be taken to the sales floor. Processing overstock into back of house storage bays. Unpacking boxes and stocking shelves.

Accomplishments:

- Moved from Off Hours Stock Crew to the Electronics Department

Skills Used:

- Customer service and satisfaction. Product knowledge and recommendation. Helpful and friendly attitude.

Qbots LLC – 3D Artist

February 2014 to Present

Responsibilities:

- Worked with a concept artist to create a 3D representation of concepts and plans as modular pieces for futuristic ship interiors and buildings. Modeled and textured static and dynamic props such as player pickups and items. Collaborated with other artists on weapon design and creation.
- All meshes were made for a Unity based game that is similar to Minecraft.

Accomplishments:

- Pitched creative ideas towards planned and existing game elements as well as game mechanics and redesigned concept art to better translate into 3D.
- Promoted from intern to member of the Development Team.

Skills Used:

- Efficient workflow of model creation and project asset tracking.
- Modeling high and low poly assets to bake details onto game optimized meshes.
- Production of modular asset creation for procedurally generated environments. Texture creation and baking.

7th Level Studios – 3D Artist

Pittsburgh, PA

April 2014 to March 2015

Responsibilities:

- Created sets of unique assets to be used in game engines such as Unreal 3 and Unity 3D.
- Created various interior and exterior assets that would appear throughout each game level.
- Used concepts to create stylized objects for various art styles for each game.

Accomplishments:

- Created placeholder objects for level designers to use immediately, these items were then refined and finalized later and easily imported over the placeholders.
- Claimed and submitted extra assets after finalizing the originally assigned assets.

Skills Used:

- 3ds Max efficiency and proficiency.
- Photoshop was used to create stylized textures for game assets.
- Modular Kit Creation worked well for cutting down asset usage and optimizing game performance.

Cartridge World – Sales Associate

Pittsburgh, PA

February 2013 to March 2015

Responsibilities:

- Refilled inkjet and laser cartridges for stock. Delivered orders to local businesses downtown. Answered calls, cashiered and fulfilled orders.
- Key carrier (open/close store) and secured store.
- Counted drawers at end of day, faxed sales information to the franchise owner and made bank deposits.
- Store manager duties during the weekend.

Skills Used:

- Computer Hardware including desktops and printers.
- Customer Service including problem solving skills and customer support.

Saint Theresa School - Volunteer Computer Technician / IT

New Cumberland, PA

August 2013 / August 2015

Responsibilities:

- Unpacked instructor and student workstations from storage and assembled the systems.
- Made sure network connections were on.
- Connected IP phones, Smart Boards, Printers, and other peripherals based on what the teacher needed.

Skills Used:

- Knowledge of computer hardware

Education

Bachelor's of Science in Game Art & Design

Art Institute of Pittsburgh

Pittsburgh, PA

2011 to 2015