

MANNY B. SALGUERO

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OBJECTIVE

To acquire a position as a 3d artist with an energetic and creative team, and use my passion for video games and using ingenuity to produce first-class content.

EDUCATION

GAME ART AND DESIGN
The Art Institute of California - Los Angeles FALL 2002 – SPRING 2006
Santa Monica, CA

- Bachelor of Science Degree.

GENERAL EDUCATION WITH EMPHASIZE IN ART
Mayfair High School 1998 - 2002
Lakewood, CA

- Graduated from the Academy of Animation and Digital Art, a school within a school at Mayfair High School.
- Honor Roll from 1999 - 2002.

SKILLS

- Knowledgeable in 3d packages such as 3ds MAX and Maya.
- Acquainted in image editing/2d software such as Photoshop, Illustrator, and Flash.
- Experienced with UnrealED.

EXPERIENCE

GAME WIZARDS
Asset Maker OCTOBER – DECEMBER 2005
Santa Monica, CA

- Modeled and digitally painted 3d assets for the game mod *Mask of Eternity*.

EMPLOYMENT

TRANSPORTATION AIDE
LEAD TRANSPORTATION AIDE
Kaiser Permanente SEPTEMBER 2002 – MAY 2006
MAY 2006 – PRESENT
Bellflower, CA

- Work with a high-performance team transferring patients within the hospital.
- Sustain our Patient Tracking System to increase efficiency and maintain workflow.
- Give functional direction to other Transportation Aides.