

CV

Erin McClellan

03.03.1981

2153 45th Rd

LIC 11101

erinequal@gmail.com

917 650 0056

About

I have always loved games. The more great games I play, the more I want to make the remarkable art I see in them. My creative interest doesn't stop at digital games though, I also love miniature sculpture, and run a D&D campaign as the dungeon master every weekend for my friends.

Games

Farming Simulator 2011	Demolition Company
Farming Simulator 2013	Ski Region Simulator 2012

Experience

Bway.net, New York City USA
Jr. System Administrator 2011 - Present

I currently work as a Jr. System Administrator at a local NYC ISP. I do everything from configuring the Cisco Switches on the backhaul, and general server maintenance, to setting up office networks for new customers.

Giants Software, Zurich Switzerland
3d Artist 2009 - 2011

At Giants, I worked as a 3d artist, primarily creating props, buildings, and foliage for environments. Working there taught me a lot about the industry, and prioritizing details to create good, fast work.

Tata Interactive Systems (TIS), Zug Switzerland
Software Engineer 2007 - 2009

I worked with the team at TIS developing their Learning Management System 'Cybertest.' In addition, I created custom learning software for such clients as Credit Suisse, ZKB, and Helsana.

Rackham, Montreuil France
Sculptor 2005 - 2006

At rackham, I honed my skills at miniature sculpting while creating very tiny figures, primarily in the Mid-Nor Dwarf line, as well as several other factions.

Contacts

Renzo Thonr	Attila Varga
3d Art Lead, Giants	Director of IT Department, TIS
thonr2@hotmail.com	attila.varga@tatainteractive.ch
T 044 508 21 76 (CH)	T 043 235 12 23 (CH)