

■ ■ ■ Mai-Sunniva Templeton

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maisunniva.com

Education

Hampshire College, Amherst, MA, USA [May 2015]
Bachelor of Arts Degree

Emerson Preparatory School, Washington, D.C., USA [June 2010]
High School Diploma

Skills

General: Game Design, 3D Animation, Modeling (High and Low Poly), Texture Painting, Rigging, 2D/3D art production, UI Design, Video Editing

Software: Maya, Unity 3D, Sculptris, 3D Coat, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere, Final Cut Pro

Programming: Python, Processing

Operating Systems: Mac, Windows

Experience

3D Artist and Animator – *Word Snack HD* – Bit Films/Fay Games, Amherst MA
[September – December 2014]

- Released on the App Store and Google Play in December 2014.
- Modeled the character Stella who has an opening chest mouth.
- Animated various actions for 3 out of the 5 game characters.

Developer – *East Of West Of* – Hampshire College, Amherst MA
[September 2014 – April 2015]

- Available to download on Mac and Windows PC.
- Designed, Modeled, Rigged, Textured and Animated all characters.
- Designed, Modeled and Textured all environment assets.
- Designed and produced all UI and 2D assets.
- Implemented all assets into Unity 3D engine.
- Programmed entire game with the use of Adventure Creator by ICEBOX STUDIOS.

Game Designer, Lead 3D Artist and Animator – *Wandering* – Hampshire College, Amherst MA
[April 2014]

- Designed and developed in 3 weeks as a part of the course *Interdisciplinary Game Project*.
- Directed execution of 3D art as one of the two artists in a 5-person development team.
- Designed terrain and modeled assets for 4 out of 5 worlds.
- Modeled, Rigged, Textured and Animated the frog, fish and butterfly characters.

Computer Animation 1 Teaching Assistant – Hampshire College, Amherst MA

[January – May 2015]

- Assisted the professor during class time.
- Helped students outside of class with their assignments.
- Organized and led workshops outside of class.

Game Designer, Concept and 2D Artist – 5 College 24 Hour Game Jam – Hampshire College, Amherst MA

[September 27th 2013]

- Collaborated with others in a small group to develop a 2D free-running game in 24 hours.
- Designed and created 2D UI elements.
- Designed and created all backgrounds and obstacles.

Other

Languages: English (fluent) Norwegian (conversational)