



Garrett S. Bacak

Technical 3D Artist

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www.garrettsbacak.com

SOFTWARE PROFICIENCIES

- Unreal Engine 3 + 4 including UnrealScript and Kismet
- Unity, GameMaker, Stencyl
- Maya, zBrush, xNormal, 3D Coat
- Photoshop, Illustrator, Premiere, Animate/Flash

EXPERIENCE

Technical Animation & Art - Paranoid Productions - January 2016 to August 2019

- Shipped "The Church In The Darkness" for PC/Mac, PS4, Xbox One, Nintendo Switch
- Modeled and Rigged Characters from Concept
- Created Controls & Rig, Technical Point of Contact for Animation Team
- Implemented Blood, Smoke, and Fire Particle Effect Systems in Engine
- Created 2D In-Game Art for Documents/Notes, UI, Achievements, Trading Cards

Owner/Game Developer - Attic Space Games - July 2014 to Present

- Responsible for Art, Game Design, Programming, and Marketing for All Projects
- Currently in Production on "TesserActive", a 2D Puzzle Platformer Game
- Created, Developed and Released Mobile Game "Super Kitty Catch"

Freelance Graphic Artist - May 2012 to October 2014

- Produced Album Art, Posters, and Other Visual Elements for Music Groups
- Helped to Develop Visual Style and Branding

EDUCATION

Ringling College of Art + Design - Game Art + Design Major - 2010-2014

- "Rob and Glob: A Symbiotic Scientific Puzzle Platformer" Thesis Project.
 - *Designed, Modeled, Rigged and Animated "Rob", "Glob", and "Scientist"*
 - *Created "Testing Area" based on Electronics Parts and Science Lab assets*
 - *Made using Unreal Engine 3*
- Independent Study: Concept for Games with Jason Bennett
 - *Created Character, Prop, and Environment Concepts inspired by book "Enchantress from the Stars", a novel by Sylvia Louise Engdahl*
- Best of Ringling Juried Art Show - 2011, 2012
- Ringling Avant Garde Scholarship

OTHER PROJECTS/INTERESTS/ETC.

- Playing Guitar and Writing Music
- Cinematographer, Editor, Assistant Director for Student Film "Christmas Wars"
- Eagle Scout
- Nearly Encyclopedic Knowledge of "Futurama"