



**Anthony Merola**

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## Education

### **The Art institute of California, Orange County**

Bachelor of Science, Game Art and Design

#### **Honor Society:**

Alpha Beta Gamma

#### **Courses:**

- Hard Surface and Organic Modeling
- Drawing and Anatomy
- Level Design
- Game Prototyping
- Advanced Materials and Lighting
- Game Asset Development

## Employment History

### **Planet RevolVR**

Sept 2016 – Aug 2017

#### ***Environment Artist***

My task was Modeling and generating PBR Textures for in-game assets Based on both concept art and original designs

### **Blizzard Entertainment**

June 2016 – July 2016

#### ***Temporary Quality Assurance Tester***

My role was to test new content and game patches for Heroes of the Storm. Submitted and followed up on bug reports and verified fixes and updates.

### **Little Orbit Studios**

Jul 2015 – Nov 2015

#### ***Quality Assurance Tester***

My role was to test alpha and Beta builds for console games in development.

#### **Titles Released:**

- Kung Fu Panda: Showdown of Legendary Legends
- Monster High: New Ghoul in School
- Adventure Time: Finn and Jake Investigation
- Barbie and her Sisters: Puppy Rescue

### **Disneyland Resort**

Apr 2009 – Jul 2015

#### ***Attractions Host***

My role was the operation of theme park rides, provide guest and customer assistance, and perform crowd control during shows and events.

## Software Proficiency

- |                 |           |                 |
|-----------------|-----------|-----------------|
| Autodesk Maya   | Substance | Unreal Engine   |
| Adobe Photoshop | Mudbox    | 3DS Max         |
| Quixel Suite    | Zbrush    | Mantis BT       |
| Jira            | Unity     | PC (Windows OS) |