

Jack Hoj

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Education

Bachelor of Science in Game Art and Design, September 2008
The Art Institute of California-Orange County

Skills

3D Modeling/Texturing

3D Studio Max

Writing

Level Design

Autodesk Maya

Acting

Adobe Photoshop

Microsoft Office

Vocal Foley

Related Experience

Category 3

Group project for The Art Institute of California-Orange County, in Unreal 3 engine, lead character voice, sound artist

First Plane of Hell

Group project for The Art Institute of California-Orange County, in Unreal 3 engine, asset modeling/texture

Twin Dragons

Solo project for The Art Institute of California-Orange County, in Unreal 2 engine, level designer, asset modeling/texture.

Das Gate

Solo project for The Art Institute of California-Orange County, in Unreal 2 engine, level designer, asset modeling/texture.

Employment

7/2001-Present

Plummers Home and Office Interiors, North Hollywood CA.

- Works toward agreements that involve exchange of resources and resolve divergent interests.
- Generates new ideas, floor layout, resolves customer service issues promptly and vigilantly.
- Organizes ideas and communicates effectively, with clients.
- Works to satisfy client's expectations in designing commercial and residential furniture environments.

Achievements

Alan Emrich's Dog and Pony Show Award, The Art Institute of California

Alan Emrich's Attitude Excellence Award, The Art Institute of California

Dean's List, The Art Institute of California, multiple quarters.

Million Dollar Sales Award, Plummers Home and Office Interiors