

PAMELA ANSMAN~WOLFE

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PROFESSIONAL GAME EXPERIENCE

LEAD ARTIST

- Directed both in house and external art teams in the development & creation of game assets.
- Brainstormed new game ideas, created concept art and documentation for those ideas.
- Worked with engineering team in developing a series of tools to help improve production workflow.
- Tutored junior artists in new software packages such as Maya, the Unreal editor and Amaze's proprietary software.

WORLD ARTIST / ENVIRONMENT ARTIST

- Partnered with World Designers in the design & layout of game levels.
- Constructed, textured and placed all assets on new terrains using the Big World engine.
- Modeled, textured and lighted both high & low polygon characters and environment objects using various software packages.

UI ARTIST

- Worked with Lead Artist to concept and create compelling user interfaces that matched the game art direction & enhanced the overall players experience.
- Conceived, designed and created logos for various games.
- Conceived, designed and created logo marks for fantasy football teams.
- Designed the UI used for all platforms of **Harry Potter and the Prisoner of Azkaban** (a #1 selling PC title for 10 weeks).

CHRONOLOGY of EMPLOYERS & GAMES

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|---|------------------------------|
| SIERRA ONLINE (a division of Activision Blizzard), Issaquah, WA | May 2006 - Present |
| <ul style="list-style-type: none">• (Unannounced MMO title) - <i>in production</i>• Carcassonne (XBLA)• Arkadian Warriors (formally Changelings) (XBLA)• * Shanghai Express (XBLA) - <i>Lead Artist</i>• * Blackout (XBLA) | |
| AMAZE ENTERTAINMENT , Kirkland, WA | February 2003 - May 2006 |
| <ul style="list-style-type: none">• Harry Potter and the Prisoner of Azkaban (PC)• The Sims 2 (PSP)• Eragon (PSP) - <i>Lead Artist</i>• Shark Tale (PC) - <i>Lead Artist</i>• Lemony Snicket's A Series of Unfortunate Events (PC)• Over the Hedge: Hammy Goes Nuts! (PSP) | |
| MICROSOFT GAME STUDIOS , Redmond, WA | January 2002 - February 2003 |
| <ul style="list-style-type: none">• NFL Fever 2004 (XBOX)• NFL Fever 2003 (XBOX) | |
| ELECTRONIC ARTS - SEATTLE , Bellevue, WA | October 1998 - January 2002 |
| <ul style="list-style-type: none">• Motor City: Online (PC)• * Split Second (PS2) | |
| TAKE 2 INTERACTIVE SOFTWARE , Latrobe, PA | November 1996 - October 1997 |
| <ul style="list-style-type: none">• Jetfighter: Fullburn (PC)• * Iron & Blood 2 (PSX) | |

* denotes unpublished titles.

COMPUTER SKILLS

Knowledge in both PC & Mac operating systems-

- Alias Wavefront Maya
- 3DS Max
- Adobe Photoshop
- Adobe Illustrator
- Unreal Editor
- CorelDraw
- Dreamweaver
- Painter
- Adobe Flash
- Big World Engine

EDUCATION

THE PENNSYLVANIA STATE UNIVERSITY, University Park, PA

- B.A. in Art (Painting & Illustration).
- Minor in Art History (emphasis in the ancient arts of Egypt, Mesopotamia, Greece, and Rome).
- Dean's List.