

# CONNER CADDIGAN

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Results-oriented student bringing strategic planning skills, creative abilities, and cross-functional collaboration to the video game industry. Leadership experience and personal passion highlight an expertise to deliver a successful project.

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## PROFESSIONAL EXPERIENCE

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*January 2020- May 2021*

### **Junior Production Manager and Environment Artist University of Colorado Denver Digital Animation Center Senior Short: Fernweh**

- Junior Production Manager of a team of 8
- Environment Artist
- Modeler
- Lighting Artist

*May 2020 - August 2020*

### **Stockman at Hobby Lobby**

- Helped loading and unloading truck shipments
- Helped with making furniture and assembly of various objects
- Operated and worked with a balor unit
- Worked with a team of up to 6 people
- Met with strict deadlines of unpacking shipments

### **Banquet Captain**

*January 2017 - November 2019*

**Company ▪ Denver, CO**

- Managed a team of up to 10
- Ran point on numerous events that ranged from small to massive
- Supervised complex events with a wide range of guests needs and requirements
- Worked with various departments
- Deadline focused high stress work environment
- Trained new team members on company policies and procedures relevant to their position
- Balanced books for event bars and worked with excel to do so
- Worked and tended bar for various events

### **Banquet Server**

*August 2016 - November 2017*

**Company ▪ Denver CO**

- Customer Service and care for numerous guests
- Helped to prepare events
- worked with various team members to create a excellent experience for guests
- Aided with various tasks given by managers and supervisors
- Provided support to other team members
- Collaborated within a team environment

### **Game Jams**

*August 2016 - November 2017*

**Global Game Jam ▪ Denver CO**

- 2016 Global Game Jam Participant
- Helped with Artwork and Level Design
- Primary on Texturing
- 2017 global Game Jam Participant

- Modeler and Environment Artist

## —————EDUCATION—————

### **Bachelor of Fine Arts, Emphasis on 3d Graphics and Animation**

University of Colorado at Denver - Denver, CO

*August 2017 - May 2021*

Warren Technical High School (Game Design and Development Program) - Lakewood, CO

*August 2015 - May 2017*

Golden Senior High School (General Education Diploma) - Golden, CO

*August 2013 - May 2017*

## —————TECHNICAL SKILLS—————

- 5 years in Autodesk Maya specializing in Hard surface modeling from low poly to high poly for both cinema and video games
- Over 1 year with soft body modeling in both Maya and Zbrush,
- 3 plus years in Unreal Engine as a level designer adept in Blueprint and materials as well as environmental design  
Versed in Vegetation creation using Speedtree,
- 4 years in photoshop creating texture maps both photoreal and hand painted, 2 years in substance painter as a surface artist,
- 1 year of compositing experience in Nuke