

CODY D. TUCKER

Game Designer

Contact

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Expertise

Game Design

Level Design

Storytelling

3D Modeling

Rigging

Audio Design

Audio Mixing

Technical Skills

Autodesk Maya

Substance Painter

Unity

Photoshop

Illustrator

After Effects

Pro Tools

REAPER

HTML5

CC3

Javascript

WordPress

Passions

Music composition

Drawing

Online gaming

Education

Washington State University Vancouver | May 2020

>> B.A. Degree in Digital Technology & Culture

>> Game Studies and Design Certificate

Professional Experience

>> Clark County Historical Museum Website

3D Modeler, Animator

cchmuseum.org

Collaborating with a team to create the CCHM's new website, I 3D modeled and animated several the museum's artifacts for their new virtual tour exhibit.

>> Captured high detailed images of artifacts.

>> Hard surface modeled each object.

>> Created UV maps and textured them.

>> Implemented each model in their online plugin.

>> Giant Robot

Game Designer, 3D Modeler

<http://photos.app.goo.gl/RtSqGNzat4HgkWc7>

A virtual reality demo for the HTC Vive built in Unity, the player assumes the persona of a mech in a city and is asked to destroy all the drones in the city in the allotted time.

>> Explored VR game design.

>> Created all game assets.

>> Integrated user feedback to refine the experience.

>> Sphere Stranded

Game Designer, 3D Modeler

<http://youtube.com/watch?v=uHZKNNJFgLM>

A top-down perspective game built in Unity where the player explores the level to find all the missing fuel cells to power up their crashed ship before getting caught by alien robots.

>> Intuitive level design using visual and auditory cues.

>> Created simplistic AI enemies to chase the player.

>> Made game ready assets from high-poly to low-poly.

>> Worked in Substance Painter to create textures.