

Christian Brellisford

Experience

InStudio

- Texture Artist - July 2008 - September 2008
- Ultra Low Poly texture work for unannounced title.

ArenaNet

- Contract Writer - February 2006 - September 2007
- Wrote State of the Game articles for the Guildwars.com official website.
 - Wrote Match Reports for the Guildwars.com official website.
- Alpha Tester - September 2004 - September 2007
- Named as a 'Top 25' alpha tester for 3 years in a row.
 - Extensive Bug Reporting for Guild Wars, Guild Wars: Factions and Guild Wars: Nightfall.

Second Harvest

- Volunteer Worker - Summer 2004
- Volunteer Coordination, Working on Delivery trucks.
 - Dealing with organizations and arranging pick up and delivery times.

Skills Summary

- Creative Writing, Communications and Customer Service
- Game Testing, Bug Submission and Trouble Shooting
- Microsoft Office Suite (Word, Excell, Powerpoint)
- Ability to work with others and in team environments
- Able to work long hours and after hours

Education

International Academy of Design and Technology Toronto, Ontario
Video Game Design and Development - March 2005 - September 2007
Graduated Sept 2007 3.2 GPA

Ryerson University Toronto, Ontario
Mechanical Engineering - September 2000 - June 2002
Mechanical Course Union executive
Engineering Frosh Leader for 3 years

Additional References available upon request

June 5, 2007

To Whom It May Concern,

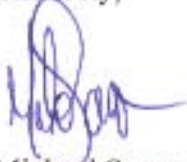
I would like to take this opportunity to recommend Christian Brellisford to you. Christian is currently a student of the Video Game Design and Development program at the International Academy of Design and Technology in Toronto. I first came to know Christian during term one in concept art where he demonstrated diligence towards the content, which he was learning. I worked with Christian again during term two instructing animation where he showed enthusiasm for the abstract discipline of animating in 3d. During both occasions Christian showed politeness and verve towards the course and me in general.

Christian showed his greatest potential, however, during term four in Level Design. In this class students are required to design and construct levels, both alone and in a team. This class in particular presents several new challenges for students because they are working with new concepts and ideas as well as a buggy program with several administrative restrictions. Christian found a passion for level design and was resolute in not only grasping a clear understanding what was conveyed in the course, but also striving to create appealing work for his portfolio. The technical limitations did not dismay him from achieving success and he even began tutoring students within his term, as well as the term that followed.

On a personal level Christian displays a positive attitude, along with a robust persona that makes him personable and enjoyable to work with. He also is very co-operative in a team environment and contributes to brainstorming sessions with energy.

In conclusion I want to convey my great pleasure with Christian and it is with full confidence that I pass my recommendation along to you. I am sure he will make a great contribution to your projects and I have no doubts in his future success.

Sincerely,



Michael Sauro
Art Director – Cerebral Vortex Games
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