

## Tilon DuBoise

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### Qualifications & technical skills

- **Maya (3d modeling software)** – 5 yrs.  
Created 3d models and texturing
- **Zbrush** – 1 yr.  
Created high poly sculpts
- **Quixel Suite** – 3yrs.  
Created PBR textures
- **Photoshop** – 5 yrs.  
Photoshop textures and designs
- **Microsoft Word and Excel** – 9 yrs.  
Creating/editing docs and spread sheets
- **Unreal Engine 4** – 3yrs.  
Design for environments

### Work experience

**KeHE** – Dispatch Clerk- Portland, OR 12/18 – Current

- Scheduled delivery times, dispatched drivers, filed paper work and entered data into Excel spread sheets.

**Think On Labs** - 3D Environmental Artist - Portland, OR 07/16 – 08/18

- Developed environments and props for virtual reality game “Ship it” winner at PAX West 2017. I used Photoshop to make the textures and Maya to model the in-game models assets.

**Pitney Bowes** - Mail Clerk - Portland, OR 11/16 – 1/17

- Accomplished mail, sort packaging and used a pallet jack to load client trucks.

**Portland Bureau of Transportation** - Lights Inspector - Portland, OR 07/15 – 08/15

- Surveyed Portland city light poles for quality conditions and recorded data into Excel spread sheets.

**Boeing** - Factory security specialist - Portland, OR 07/14 – 08/14

- Created inventory of computing machines on Excel including the specifications. Set up machines to run Four Winds software to update the progress of the plane manufacturing parts. Also managed meetings through Outlook.

### Education

**Mt. Hood Community College**

Associates Degree, Applied Science in  
Game Development

**R.E.A.P.** (Reaching and Empowering All  
People)

**Saturday Academy Computer  
Science**

References available upon request