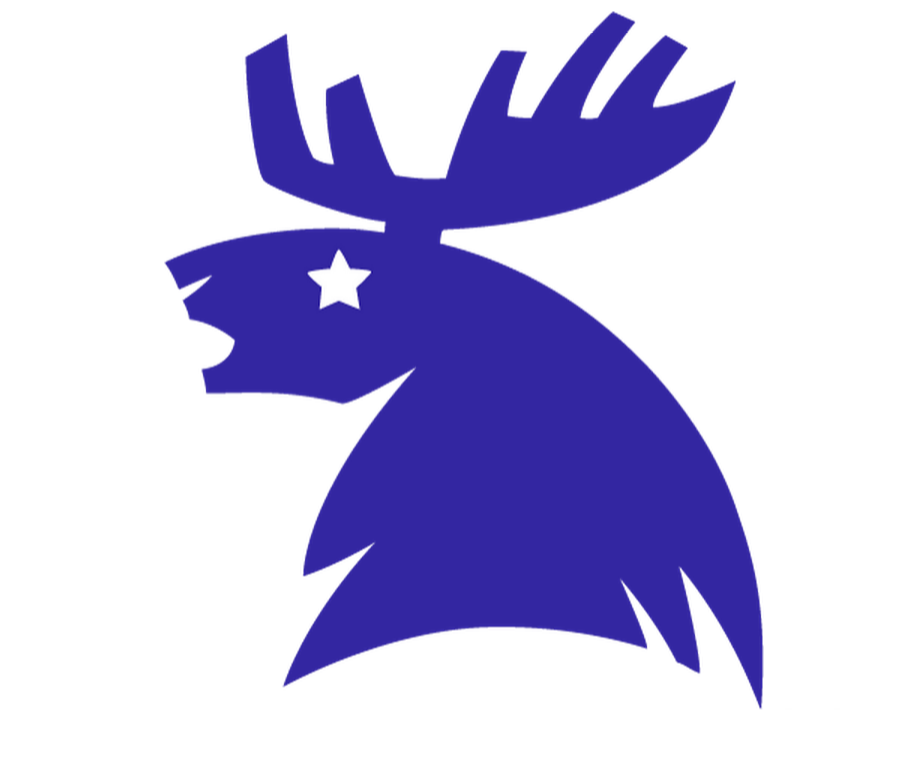
**Terra “Nathan Alexander” Carmichael**

Moncton, NB

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**Skills**

|  |  |
| --- | --- |
| Photoshop Creative Cloud (PS, FL, AI, AE)  Autodesk Maya 2015, SoftImage 2014  Pixologic ZBrush | Unity 5  Microsoft Office  Tortoise SVN |

**Work/Volunteer Experience**

**Michaels**

Replenishment, *Moncton, NB*  July 2011 - September 2013

Responsibilities included recovering inventory, unloading the truck, May 2014 - August 2014 stocking shelves and customer service.

**Pokémon Sage** (Fan Game/Homebrew)

*Concept Artist/Admin*  October 2013 - Current

Designed several characters and creatures and created sprites for

in-game use. Operated forum and assisted working on the Wikia.

**Education**

**Holland College** **Diploma**

Video Game Art and Animation*, Charlottetown, PE* September 2013 – May 2015

Learning techniques for modeling, texturing, rigging, animating,

rendering, time management and more.

**Digital Boot camp at the Centre for Arts and Technology**

A weeklong journey being introduced to 3D, *Fredericton* March 5-9 2012