

# Dakota Ganassi

Game Environment Artist

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## Objective

To gain an entry level position in the Game Design Industry, as well continuing to hone my craft and constantly be a student of it.

## Software Proficiencies

- 3ds Max
- Mudbox
- Audition
- Adobe Photoshop
- After Effects
- Unity

## Related Skills

- Check for errors in Models
- Code, Lighting and Texture work within Game Engine.
- Exercise organization and Time Management

## Experience

Art Institute of Philadelphia, Team Production, “The Way of Cinnamon”

2017-2018

- Primary C# Coder
- Troubleshooting Compiler errors

## Education

Art Institute of Philadelphia, B.S in Game Art & Design

- GPA 3.26
- Best of Quarter in Game Design and Gameplay
- Best of Quarter in Project Management

Other

Houlihans Cherry Hill, NJ

- Bartender

2014-Present