



Isaac Karth  
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## EDUCATION

### University of Texas at Dallas 2010 - 2013 (Richardson, TX)

#### (M.F.A. IN ARTS AND TECHNOLOGY)

- Coursework included game design, storytelling in new media, virtual worlds, aesthetics, and hands-on game development as part of UTD's GameLab.
- Art Director on *Nomad* (an RTS), and Designer and Creative Director on *Divided Views: Checkpoint* (procedural rhetoric about airport security).
- Developed multiple games in Unity3D, both individually and in teams.
- Also designed multiple board games, including *Eigenquest*, a procedurally-generated storytelling game, and *Treaty of Versailles*, a match-3 negotiation simulation.

### Ferris State University 2003 - 2006 (Grand Rapids, MI)

#### (B.F.A. DIGITAL MEDIA, MINOR IN DIGITAL ANIMATION AND GAME PROGRAMMING)

- Coursework included 3D animation, game development, programming, art history, typography, motion graphics, web design and graphic design.
- Work explored the use of 3D printing and stereoscopic imaging.
- Short film won student film festival award on the strength of its VFX, is listed on IMDB.

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## PUBLICATIONS

- Karth, I. "Ergodic Agency: How Play Manifests Understanding" Presented at the 5th *Videogame Cultures and the Future of Interactive Entertainment* conference, Oxford, UK: July 14-16, 2013. Slated to be published in forthcoming conference proceedings.

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## EXPERIENCE

### Isaac Karth Interactive 2007 - Present

#### FREELANCE ARTIST

- Production of stock 3D models, images, and videos.
- Freelance 3D for games, animations, and websites.
- Web design and development, both the initial design and implementing that design as an interactive, dynamic site.

### Panacore Corporation 2007 - 2010 (Odessa, TX)

#### IN-HOUSE MEDIA SPECIALIST

- 3D artist on dozens of projects, including forensic animation, product visualization, and television spots.
- Designed, built, and maintained dozens of websites, for commercial, non-profit, and government clients.
- Graphic design for brochures, fliers, business cards, corporate identities, motion graphics.

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## SKILLS

I've got 6+ years of professional experience in 3D and Digital Media. Everything listed here has been used on at least one complete project.

- 3D: 3ds Max, Maya, Lightwave
- 2D: Photoshop, Illustrator, After Effects, Premiere, Final Cut, InDesign, Quark
- Programming: C++, C#, Processing, PHP, Clojure, Actionscript, Lingo.
- Game Engines: UDK, Unity3D
- Finished games in Ludum Dare 23, 26, 27, and 28. Participated in both 7-day-FPS jams.
- Active volunteer at industry conferences and events