



Isaac Karth
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EDUCATION

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

(STUDYING FOR 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.
- In GameLab, I was Art Director on *Nomad* (an RTS), and Designer and Creative Director on *Divided Views: Checkpoint* (procedural rhetoric about airport security).
- 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, and graphic design.
- Work explored the use of 3D printing and stereoscopic imaging.
- Was selected as top student in graduating class.
- Short film won award at area student film festival on the strength of its VFX and is listed on IMDB.

EXPERIENCE

Isaac Karth Interactive 2007 - Present

FREELANCE ARTIST

- Have run own business for five years.
- Created stock 3D models, images, and videos that are available on over six sites and resulted in dozens of sales.
- Freelance 3D for games, animations, and websites.
- Web design and development, excelling at both the initial design and implementing that design as an interactive, dynamic site.

Panacore Corporation 2007 - 2010 (Odessa, TX)

IN-HOUSE MEDIA SPECIALIST

- Worked for Panacore, the top digital media company in West Texas.
- Was sole 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.

SKILLS

I've got 5 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++, Actionscript, C#, Lingo, Processing, PHP.
- Game Engines: UDK, NeoAxis