Charlton Mason

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Tools and Technical Skills
- Unity, Unreal Engine 4, Autodesk Maya, Final Cut Pro, Microsoft Office, ZBrush, Photoshop, Adobe Animate, and Illustrator as well as a working knowledge of C++, C, C#, and Java
- Sketching, both digital and traditional, technical, and artistic skills, solid understanding of human anatomy
- Character rigging and control rig creation, familiar with both traditional and 3d animation techniques

Personal Profile
- Exceptional design, conceptual and creative thinking abilities
- Adept ability to multi-task and complete multiple projects simultaneously as well as accurately
- Positive, productive, reliable and earnestly passionate
- Fluent in English and Spanish

Projects   **All projects, as well as additional projects, can be viewed on portfolio website**

Pastry Panzer Panic   *Animation Lead*
3rd Person tank shooter set in a vibrant, fantastic world filled with interesting characters and engaging missions
- Managed animation team, created training curriculum to ensure team coherency, assigned animation tasks
- Produced animations including main character's actions and moving tank treads without UV panning

Delirium   *Creative Director*
Single player first person shooter with psychedelic, horror, and thriller elements
- Managed creative direction for a team of 16; developed and facilitated narrative, art style, and mechanics of project
- Rigged and produced all assets and animations, including player, weapon, and enemies

Reverso   *Lead Artist*
Breakout-style arcade single player game about using a ball to destroy enemies and get high score
- Responsible for final character designs, animating, texturing, and rigging characters and assets
- Programmed and designed initial prototype

Work Experience

Raydon Corporation   Port Orange, FL Aug. 2016 – May 2017
Content Development Intern
- Produce executable training scenarios, 3D databases, models and textures for Raydon's training simulation systems
- Create rigs and other marketing materials for use in product offer proposals
- Design websites, artwork, presentations and materials for corporate communications

Control Designer   Orlando, FL   Dec. 2015 - July 2015
Office Manager
- Create graphic designs for advertising materials
- Organize invoices, produce customer statements, and control purchasing and inventory
- Oversee daily production and operations, and operate administrative software

TNR Technical   Sanford, FL   June 2015 – Oct. 2015
Graphic Engineer Intern
- Produced and maintained battery blueprints using Corel Draw x6, graphic editing software

Education

University of Central Florida   Orlando, FL   May 2017
   Bachelors of Arts in Digital Media, Concentration: Game Design   Awards: Dean's List 4 semesters

Miscellaneous: Favorite Games: Legend of Zelda: Ocarina of Time, World of Warcraft, Super Mario Bros. 3, Settlers of Catan
Other: Clash Royale Username: Rat, Highest Trophies: 4022 • Steam Username: dieversion