
Dennis Glowacki

(708) 663-3215 www.dennisglowacki.com DennisGlowacki@gmail.com

EDUCATION

Sept 08 - May 10 Tribeca Flashpoint Academy, Chicago IL

May 2010 Associate of Applied Sciences
Game Development, Game Art

PROFESSIONAL EXPERIENCE

Aug 10 - Present **Emotional Robots Inc.**
Lead Environment/Technical Artist
Oversaw and participated in the aesthetic and technical creation of 10 PC and 9 mobile environments

Jun 11– Aug 11 **Tribeca Flashpoint Media Arts Academy**
Environment Artist (contract)

Jun 10 – Aug 10 **Hughes Who Productions, Inc.**
Freelance Artist
Created low poly assets for a casino game

Feb 10 – Jun 10 **S.H.A.D.E. (Single-Player Puzzle UDK Flashpoint Project)**
Environment Artist
Worked closely with the art and design team to establish workflows in the Unreal Engine and collaborated with art and design to create original game mechanics and themes

Oct 09 – Nov 09 **International Academy of Design and Technology Chicago**
Temp Teacher
Taught Unreal Engine 3 tools and asset implementation to a group of game development students

Jun 09 – Aug 09 **Tap Me Games**
Art Intern
Created 2D and 3D art for casual games to be released on the iPhone and Xbox 360

May 09 – Jan 10 **Treasure of the Lost Kingdom (Single-Player Puzzle Casual Indie Project)**
Artist
Produced various high resolution pre-rendered environments for use in “spot-the-difference” scenes. Extracted and Photoshopped 800 random object images for use in “hidden object” scenes

Feb 09 – Feb 10 **Goldeneye: Source Beta 4 (Multi-Player Source Mod)**
Environment Artist
Collaborated with a large team in recreating the N64 Goldeneye game with updated graphics and gameplay on Valve's Source Engine

- Dec 08 – Apr 09 **Red Carpet Rescue (Casual Flash based Flashpoint Project)**
Lead 3D Artist
Managed 15 of the 3D game art students and created new workflows and development pipelines to help meet deadlines
- Jan 07 – Jan 09 **Strider Mountain (Single-Player Source Mod)**
Lead 3D and Technical Artist
Created 3D assets, textures, animations, compiling, GUI scripting, and bug fixing. (Featured in PC Gamer December 2008 Edition)
- Jun 06 – Jul 06 **Hypercube: Source (Multi-Player Source Mod)**
Personal Project
Developed innovative technical workarounds to recreate this film franchise into game form (Featured in several PC gaming magazines around the world and won 2nd place for best puzzle mod of 2006 by moddb.com Mod of the Year Awards)
-

SKILLS

- ◆ Proficient in Maya, Photoshop, Mudbox, Unreal Engine 3 and Source Engine
- ◆ Experience in 3DS Max, XSI, Zbrush, Cryengine 2, Torque and Unity
- ◆ Strong sense of modeling, texturing and lighting for both low poly and high poly environments