

Jeff "Hawke" Ravatt, MFA

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Objective

Seeking a challenging opportunity that couples art and design, which utilizes my education, training, and life experience at a great company with growth potential.

Qualifications

Shipped multiple titles, including personal mod projects and games for Nintendo and EAE:MGS.

Skilled with multiple software packages including:

Maya	Sketch-Up	Photoshop	Acrobat
ZBrush	xNormal	Illustrator	Audition
Unity	Substance Designer	InDesign	Word
UDK	Speedtree	Premier	Excel
Hammer	CrazyBump	After Effects	PowerPoint

Education

2013

Master of Fine Arts, Game Art and Design
University of Utah, Salt Lake City, Utah.
Gold Key Honor Society

2011

Associate of Arts, Animation and Game Design
Lake Washington Technical Institute, Kirkland, Washington.
Dean's List
President's List
Featured Student Winter 2011
Adobe Certified Associate: Photoshop, Flash.

2008

Bachelors of Arts, Theater Arts
Western Washington University, Bellingham, Washington.
Dean's List

2002

Associate of Arts and Sciences
Bellevue College, Bellevue, Washington.

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Work History

2013

Consulting Artist and Instructor

SELF EMPLOYED GAME ARTS CONSULTANT, Kirkland, Washington.

Working as a consultant on independent projects for various companies. Creating assets, giving art direction, helping plan the art side of game projects, and evaluating artist talent are just some of the things I have been doing as a consultant.

I am also using my skills as a teacher to instruct students in digital art, teaching Maya, Zbrush, Photoshop, Illustrator, InDesign, Digital Figure Sculpting, and Human Anatomy.

2008-2013

CEO & Lead Designer

UNRESTRAINED GAMES, Kirkland, Washington.

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2012-2013

Professor’s Assistant / Co-Teacher

UNIVERSITY OF UTAH, Salt Lake City, Utah.

Co-taught a class on digital figure sculpting, including lessons on Maya, ZBrush, and Human Anatomy.

Additionally, I provided assistance to professors and to students for the following classes:

Character Design

Advanced Character Design

Hard Surface Modeling

Texturing

Rigging and Motion Capture

2011-2012

Art Intern

DAZ 3D, Salt Lake City, Utah.

Worked in an Agile Software Development environment to help develop and categorize 3D assets for sale to 3d Artists. Worked with the art team to learn best practices and workflows for a game development studio.

2011-2012

Intern

WELL PLAYED GAMES, Kenmore, Washington.

Help develop assets for a prototype game. Worked with lead designer to help develop new concepts.

Interests

I love video games (FPS, RPG, Fighting, Action, MMORPG, Simulations, Sports, MOBA, and RTS) and have been playing them since my uncle bought me a pong home video game system. Since then I have owned many home computers and console systems, including:

Atari: 2600, 7200

Sega: Genesis, 32x, SegaCD, Dreamcast

Commodore: Vic 20, 128, Amiga

Sony: PlayStation, PlayStation 2, PS3, PS4

Nintendo: Gameboy, GBA, 64, GameCube, Wii

Microsoft: Xbox

I’ve also owned gaming computers of varying speeds from 286 to multi-core high speed gaming PCs.

I also have a passion for Football, Pen and Paper RPGs, Music, and Film.