

Character & Level Designer

Caspian Lee Priebe

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Skills

- 3Ds Max, Maya, ZBrush
- Photoshop, Painter, Flash, Traditional Media
- NWN1 & NWN2 Aurora Toolset, Hammer Editor
- Speaks, reads, and writes conversational Japanese

Work

- **3D Game Design Curriculum Developer** (2011)
iD Tech (www.internaldrive.com)
Developed the curriculum for 3D game design class.
- **Game Design Instructor** (Summer of 2010 & 2011)
iD Tech (www.internaldrive.com)
Taught design, writing, and art theory to kids.
- **World Designer/Environment Artist** (2009 – present)
Arkaz, MMORPG (www.arkaz.com)
Created dungeons, quests, NPCs, and scripts for a small MMO.
- **Artist** (2009-2010)
Odd Manor, Social Game (www.oddmanor.com)
Worked in pre-production and style development for a Facebook game.

Projects

- **Team Castle** (2009)
Half-Life 2 Mod
Created textures for “Chaos” character.
- **Djinn** (2009)
Action-Adventure student game
Created concept art, game models, and textures.
- **Daylight** (2008)
DeviantArt.com Daily Deviation, 12/15/2008
Animated short
Created and entire 30-second short from concept to completion.
- **Skip Lancer** (2008)
Racing student game
Created 2D art assets, matte paintings, promo art, and textures.

Education

- **BFA in Production Animation**
DigiPen Institute of Technology (2009)