

SOROB RAISSI

www.sorob.net | cybrobo@gmail.com

TECHNICAL SKILLS

Software: Maya, 3ds Max, ZBrush, XNormal, nDo2/dDo, Photoshop, Illustrator, Flash/Scaleform, Perforce/SVN.

Game Engines: Gamebryo, Source, Unreal Engine 3 & 4, CryEngine, GameMaker.

Skills: Hard Surface Modeling, Organic Sculpting, Texturing, World Building, Effects, Rigging, Kismet/Blueprint Scripting.

Languages: ActionScript, HTML5, CSS3, GML.

Other: Holds an active U.S. **Secret** Security Clearance.

PROFESSIONAL EXPERIENCE

Blind Jab Studios - Orlando, FL

Oct 2014 – Present

Freelance Game Developer

- Design & code gameplay functionality and User Interfaces with Unreal Engine 4 Blueprints
- Create 2d/3d art for use with UI & gameplay

TouchCade Games - Orlando, FL

Mar 2014 – Present

Independent Game Developer

- Create mobile games for IOS and Android platforms
- Responsible for code, design, art, and sound fx
- Design reflex-based arcade/action titles with a retro flare for the casual market
- TouchCade.com | Twitter: Sorob@TouchCadeGames

Cole Engineering - Orlando, FL

Feb 2013 – Sep 2014

Level Designer

- Develop virtual training scenarios in Unreal Engine 3 as 1st/3rd person shooter games
- Env. asset creation with Maya, Zbrush, nDo2, dDo
- World building and material creation
- Record/process Motion Capture for game animation
- Gameplay/Cinematic scripting via Kismet

Monster Media - Orlando, FL

Aug 2012 – Nov 2012

Interactive Producer

- Work in Creative dept. producing digital interactive advertising campaigns using +150 in. multi-touch screens placed in storefronts, movie theaters, etc.
- Manage multiple 2-4 week projects simultaneously
- Administer schedules and assign tasks to dev teams
- Coordinate with movie studios, vendors, Art Directors, and Ad agencies to deliver assets on time

IADT - Orlando, FL

Mar 2012 - Aug 2012

Instructor

- International Academy of Design & Technology
- Teach game production courses:
- World Building and Level Design in UDK

- Character sculpting in ZBrush
- Hard Surface Modeling with 3ds Max

**CAE - Orlando, FL
Environment Artist**

Jun 2010 – July 2011

- Work on open world 1st person military shooter using the CryEngine for training America's Armed Forces in virtual combat scenarios
- Model and Texture vehicles and buildings with damage states using Maya, Photoshop, Zbrush
- Setup rigging and particle effects on vehicles

**Lockheed Martin - Orlando, FL
Environment Artist**

Sep 2009 – May 2010

- Model/Texture real world environments for vehicle and ground combat using proprietary software
- In charge of Q/A for outsourced assets
- UV edit and hand paint textures in Photoshop
- Game used to train Army, Naval, and Airforce in theater combat and wargaming scenarios

**Florida Solar Energy Center (FSEC) - Cocoa, FL
Web Designer**

Aug 2003 – Jan 2007

- Design and build websites for research and engineering using HTML and CSS
- Create 2D/3D graphics with 3ds Max, Photoshop, Illustrator and Flash animations
- Make regular postings & maintain a database of scientific papers

INDEPENDENT WORK

**"HomeStar" - Mobile Game
Developer/Artist**

Nov – Present 2014

- Arcade RPG in cyber space.
- Currently in development.
- Features procedural levels, persistent world & enemies, dynamic story and lots of shooting!

**"FlameyBird" - Mobile Game
Developer/Artist**

May – July 2014

- A fast-paced twitch game currently on IOS, Google Play and Amazon Store
- Features a flaming bird and procedural levels
- Responsible for programming, design and art
- <https://itunes.apple.com/us/app/flameybird-flappy-fun/id876275825>

**"Sultans of Scratch" - Indie PC Game
Technical Artist**

Apr 2009 – Sep 2009

- Duties: Workflow, Game Effects, Modeling, Texturing using 3ds Max, Photoshop, and XNormal
- Develop Dance/DJ game in the Gamebryo engine with a custom engineered Turntable controller, first game of its' kind before DJ Hero came out
- Game featured on Kotaku and Gamasutra

EDUCATION

2009 MASTER OF SCIENCE - Game Art & Design - Florida Interactive Entertainment Academy

2008 BACHELOR OF ARTS - Digital Animation - University of Central Florida (UCF)