

Les Betterley

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PRODUCTION APPLICATIONS

3DS MAX

Adobe Photoshop

3D MODELING AND ANIMATION

3D Artist / Modeler for *Infinite Space 3: Sea of Stars*, converting 2D images to 3D and modeling assets including weapons systems, ships, and star bases.

Artist for *Lemony Snicket*

Art and special effects for *Digimon Rumble Arena* released in 4 languages

Artist for *Samurai Jack*

Sim City Technical Demo, **Art Lead**, designed level of detail procedure to optimize *Sim City* for the console

Baseball for Bam! **Environment Artist**, built 6 of 10 levels and optimized them all

Modeling, texturing, environment art, and particle effects for *Harry Potter* for the PC

Art Lead for *Hot Wheels Slots Electric Racing*

Art Lead for *Hot Wheels Williams F1 Team Racer*

Character Artist for *Extreme* for N64 for Looking Glass Studios

3D Artist for *Destruction Derby* and *World Rally* for N64

Artist and Animator for *Half Life* and *Prospero*; *Half Life* was Game of the Year in 40 publications

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3D MODELING AND ANIMATION (cont)

Artist and Animator for *Crusader: No Remorse* for Sony PlayStation and Sega Saturn. Original design and development of 3D elements not included in the PC version.

Background artist for *Magic the Gathering Battlemage* for Windows 95, Sega Saturn, and Sony PlayStation.

3D Artist for *Youngblood* for Sony PlayStation, Sega Saturn, Mac, and PC.

Developed graphics and QuickTime VR movies for *Better Homes and Gardens Planning Your Dream Home* CD ROM title.

Created and improved graphics and animation screens for *Presentation Pro* CD ROM real estate marketing tool.

MANAGEMENT

Managed a branch of a nation-wide retail chain developing skills in accounting, payroll, and personnel management, employee training, and delegation.

Implemented effective inventory control measures resulting in 6% increase in branch profits.

Through cost effective management, reduced employee turnover rate while increasing sales by creative merchandising with a strong emphasis on customer service.

EMPLOYMENT HISTORY

Self Employed Contractor, Sammamish, WA

2004 to present – 3D modeling, some teaching, started a home based business. Specific contracts include:

Digital Eel, Kirkland, WA

2013 to present- 2D and 3D modeler, data analysis, some proprietary scripting

CHI-LLC, Renton, WA

2008 to present- 2D and 3D modeler, data analysis, some proprietary scripting

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EMPLOYMENT HISTORY (cont)

Amaze Entertainment, Kirkland, WA

1999 to 2004 – Traditional and Technical Art Lead

Looking Glass Studios, Bellevue, WA

1998 to 1999 – Character Artist/Animator,

Freelance Computer Artist and Animator

1995 to 1998 – Contracts include: Intermetrics Entertainment Software, Valve, LLC, Multicom Publishing, Inc.

Realtime Associates, Redmond, WA

1996 to 1997 – Artist/Animator

Warner Bros. Studio Stores, Bellevue, WA

1993 to 1995 – Stockroom Supervisor, Assistant to Animation Gallery Supervisor

Bellevue Community College, Bellevue, WA

1995 – Lab Technician

Remedy Temporaries, Bellevue, WA

1993 – Production Laborer

Video Concepts, Tukwila, WA

1992 to 1993 – Salesman

Sears Automotive, Seattle, WA

1992 – Commissioned Tire Salesman

Camelot Music, Lakewood, WA & Puyallup, WA

1988 to 1992 – Branch Manager

EDUCATION

Bellevue and Highline Community Colleges – Computer Graphics & Animation Certification program with emphasis on visual arts and business

Camelot Tech – intensive management training program

Clover Park VTI – computer operation, retailing, and accounting

Puyallup High School – concentration in visual and performing arts