

Celeste Masinter
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CURRICULUM VITAE

Education:

Master of Fine Arts, 2006
Savannah College of Art and Design
Interactive Design and Game Development
SCAD Graduate Fellowship, 2003-2005

Bachelor of Fine Arts, 2003
University of Southern California
Magna Cum Laude
Major in Studio Arts
Minor in Animation
Minor in East Asian Languages and Cultures

Certificate of Completion, 2003
Tokyo Kokusai Daigaku
Japanese Studies

Professional Appointments:

Art Institute of Tampa, Florida, 2006-Present,
Instructor, Game Art and Design

- Instruct classes and workshops in game design, world creation, environmental art, modeling and texturing, including: CA2201 Texture 1: Materials and Lighting, CA3201 Texture 2: Shading Networks, GA224 Game Design and Gameplay, GA312 Low Polygon Modeling and Animation, GA314 Animation Layout and Scene Design, GA411 Designing Interior Spaces and Worlds, GA413 Level Design, GA422 Advanced Level Design, GA421 Interactive Game Prototyping, GA431 Advanced Game Prototyping, GA400 Team Production I, GA401 Team Production II, GA420 Portfolio I, GA424 Portfolio II,
- Tutors students in 3ds Max and Unreal Engine
- Adjudicate student work as member of Portfolio Review Committee
- Supervise the AI Game Design Club, an extracurricular organization

Deviant Art, ephemeratics.deviantart.com/prints/, 2007-Present,
Fine Art 3d Illustrator (Proprietary venture)

- Post fine art prints for sale via the Internet
- Creation of high-poly scenes from concept to final product
- Exploration of high-end 3ds Max modeling and texturing techniques, including normal mapping.

Turbo Squid, www.Turbosquid.com, 2006-Present,
3d Artist (Proprietary venture)

- Post original game assets for sale via the Internet
- Creation of low-poly game assets from concept to final product

Edocero, Jacksonville, Florida, 2006-2007
Environmental Artist (Contract)

- Model and texture level architecture and game assets
- Import 3d assets, light level structures, place cameras
- Assign collision detection, introduce basic interactivity
- Assemble working game prototype in Virtools

Star Dreams Publishing, San Antonio, Texas, 2006-Present,
Webmaster (Freelance)

- Designed, and maintain, official site www.stardreams.com
- Communicate regularly with client to ensure quality control
- Maintain an awareness of emerging trends and technology to ensure optimum website operations

Savannah College of Art and Design, Savannah, Georgia, 2005 Academic Year,
Teaching Assistant for AEF/SSS Web Design Seminars,
Teaching Assistant for Game Level and Environment Design.

- Tutored students in 3ds Max, Unreal Engine, and Dreamweaver MX
- Assisted instructor with preparation and creation of class materials
- Prepared and presented in-class tutorials

Professional Societies

CGSociety, 2007 - 2010
International Game Developers Association, 2005 - 2010
Gamasutra, 2003 - 2010
Phi Beta Kappa, 2002 - 2010
Golden Key International Honor Society, 2002 - 2010

Awards and Honors

Shortlisted for publication, Expose 6, 2007
SCAD Graduate Fellowship, 2003-2005
Magna Cum Laude, University of Southern California, 2003
Bridging Scholarship For Study Abroad in Japan. 2003
Friends of Fine Arts Endowed Scholarship. 2002-03, 2001-02 and 1998-99
Yvonne Kramer Scholarship. 2000-01, and 1999-00
Kyrenda Alison art scholarship. 1998
Who's Who Among American High School Students. 1997
Scholastic Writing Awards, Silver Award for Short Short Story. 1996
National Endowment for the Humanities, Conversation Essay Contest Finalist. 1996

Publications

"Game Environments as Psycho-Symbolic Allegory", www.gamasutra.com, 2006

Conventions Attended

Global Game Jam, Full Sail University, Orlando, Florida, 2010

- Participated in main game development event/ developed a game in 48 hours.
- Provided support for participating students from the Art Institute of Florida
- Made professional contacts with Game Design and Programming faculty at Full Sail University

SIGGRAPH, 2009

- Made professional contacts in national game development market
- Shared professional and academic insights with Game Design and Programming faculty from universities, colleges, and technical schools across the nation.
- Observed latest trends in animation and interactive technology.

Megacon, Orlando, Florida, 2009

- Made professional contacts with local Florida artists and illustrators
- Shared professional and academic insights with Game Design and Programming faculty from Full Sail University

Global Game Jam, Full Sail University, Orlando, Florida, 2009

- Participated in main game development event/ developed a game in 48 hours.
- Provided support for participating students from the Art Institute of Florida
- Made professional contacts with Game Design and Programming faculty at Full Sail University

China Digital Entertainment Expo, 2007

- Made professional contacts in East Asian game development market
- Observed, studied and participated in East Asian game development market and culture

Game Development Exchange, Savannah, Georgia, 2005

- Participated in various conferences pertaining to game design and development
- Quoted in “Graduate Students Benefit From GDX 2005”, Leong, Josephine, The Chronicle