

**Alan Sullivan**  
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## **Professional Experience:**

2007 to Present    Wire Manufacturing Consultant

Quality system and wire manufacturing consulting for Mil-Spec wire and cable

1996 to 2007    Alan Wire, Quality Control Manager    Irwindale, CA

- Instrumental in designing and implementing a system for quality control that streamlined productivity, pin pointed accountability and resolved return material issues
- Trained employees from manufacturing positions

2005 to 2006    Crytek, contract scripter    Germany (remote)

Game Scripting for Far Cry Patch 1.4

2006    Mili Group, contract artist

Trophy design and modeling

## **Game Engine Experience:**

CryEngine, Source, Unreal

## **Education:**

2005 to 2008    Mt. Sierra College    Monrovia, CA

B.A. in Multimedia Arts and Game Design

## **Skills:**

Organic modeling, Hard Surface modeling, Digital Sculpting (ZBrush), High and Lowpoly modeling, UV Mapping, Texturing, Source Photography, Scripting, Video Compositing, Clay Sculpting, Knife Making, Lighting

## **Software/Languages:**

- ZBrush, Photoshop, Maya, 3ds Max, Silo, XNormal, CrazyBump, After Effects, QuarkXpress, Illustrator, Audacity, CuBase, Microsoft Word, Microsoft PowerPoint, Microsoft Excel
- Lua, Python, Javascript, C++

## **Personal Interests/ Achievements:**

- Chosen by Crytek to be one of two Mod teams to receive CryEngine 2 Pre-SDK before release of Crysis (Mod Co-Leader) [www.obsidianedge.net](http://www.obsidianedge.net)
- Selected by UbiSoft to be a part of a private modder group to give feedback on modding and development tools for an in development title and engine.
- Co-creator of [www.gamestudents.com](http://www.gamestudents.com) , [www.cgtextures.com](http://www.cgtextures.com) contributor, Member of Arcadia Optimast Club (Youth Chartiy) from 1996 till 2004, Vice President of Club from 1999-2004. Member IGDA, CGSociety, Gamasutra, Zbrush Central, Deviant Art, CryMod