

max

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berbey

**OBJECTIVE :**

**TO CREATE ANIMATED SCENES WITH THE USE OF 3D AND 2D DESIGN SOFTWARE**

**SOFTWARE :**

**3D STUDIO MAX**

**PHOTOSHOP**

**GAME MAKER**

**UNREAL DEVELOPMENT KIT**

**ZBRUSH**

**EDUCATION :**

**ASSOCIATE APPLIED SCIENCE IN GAME DESIGN, DEC 2011  
OKLAHOMA CITY COMMUNITY COLLEGE**

**CERTIFICATE OF MASTERY IN ANIMATION, DEC 2011  
OKLAHOMA CITY COMMUNITY COLLEGE**

**WORK EXPERIENCE :**

**SOONER FLIGHT ACADEMY, INTERN  
MAY 2005-JULY 2005; MAY 2006-JULY 2006**

**PANERA BREAD, ASSOCIATE TRAINER  
APRIL 2007- CURRENT**