

DAVE CORY

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OBJECTIVE

Challenging career opportunity developing artwork for innovative design studio valuing artistic ability and creative design solutions.

EDUCATION

Columbia College Chicago, Chicago IL
Bachelor of Fine Arts, Illustration, July 2008
Cumulative GPA 3.79
Lorenzo De' Medici School, Florence Italy
Painting Course, July 2007

School of the Art Institute, Chicago IL
Drawing & Animation courses, Summer 2003 and 2004

DESIGN EXPERIENCE

High Voltage Software, November 2009-Current
Developing flash-based user interface artwork and animation for current-gen consoles.

Teatime Games, November 2008-October 2009
Created all art and animation for iPhone/iPod touch title AquariYum!, featured by IndieCade at E3 2009.

Web Works, May-August 2009
Designed websites, flash banners, web advertisements, and logos for small businesses. Satisfied design expectations through daily client interaction.

SEGA, September 2008
Submitted competition winning Illustration, earning publication in Nintendo Wii title Sonic and the Black Knight.

Game Makers Club Portal Tournament, January-April 2008
Contributed to all phases of level production: conceived puzzles, illustrated level designs and puzzle concepts, rendered playable levels using Valve's Hammer Editor. Developed leadership skills through successful collaborative process.

Columbia College Chicago, Winter 2007, Spring 2008
Produced concept art, set designs, promotional illustrations, storyboards, title graphics, and dvd cover art for student films.

American Business Partners International, November 2007
Redesigned business cards, designed company logo for use on signage and web material.

AWARDS & HONORS

Awarded first place in Freshman art competition and exhibition. 2005
Awarded Presidential Scholarship based on portfolio review. 2004
Awarded Diego Rivera Award for outstanding involvement in the arts. 2004
Designed entirely and painted majority of Batavia High School mural on permanent display. 2004

SOFTWARE

Adobe Photoshop	Adobe InDesign
Adobe Illustrator	Corel Painter
Adobe After Effects	Autodesk Maya
Adobe Flash	Valve's Hammer Editor