

# TAYLOR BJORND AHL

## 3d Artist

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### SKILLS AND VALUES

Passion for Games  
Strong communication skills  
Extreme attention to detail  
Working off established concepts  
Giving and receiving constructive criticism

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### PROFICIENCIES

Adobe Photoshop, After Effects, InDesign,  
Autodesk Maya, Pixologic Zbrush, 3D-Coat,  
UDK/Unreal Editor, NDO2, CrazyBump,  
xNormal, SVN, Perforce, tWiki, TestRail,  
Scrum, Jira

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### WORK EXPERIENCE

- MARCH 2013 - PRESENT**     **Contract QA Tester:** Cryptic Studios  
Systems, Balance and Exploit testing on Neverwinter and Star Trek Online. Part of the Launch team for Neverwinter and the Fury of the Feywild update.
- JANUARY 2013 - APRIL 2013**     **Freelance Environment Artist :** Osiris Studios  
Conceptualized, modelled and textured environment assets for upcoming UDK shooter.
- JUNE 2011 - MAY 2012**     **QA Tester 1 :** 38 Studios, LLC - *Project Copernicus*  
Content, Zone and Systems testing for the MMO "Project Copernicus". Worked directly with designers to expedite defect discovery and resolution. Worked directly with navigation systems engineers and Tech Artists to troubleshoot and delegate defects in the environment, NPC navigation system and server side assets. Created and ran test plans using TestRail.
- FEBRUARY 2011 - MAY 2011**     **Freelance Weapon Modeller :** NextGen Reality  
Modelled and textured realistic military firearms as requested by the client for use in a first-person shooter.
- SEPTEMBER 2010 - NOVEMBER 2011**     **Freelance Concept, Character Artist, Rigger :** Strike Games  
Concepted, modelled, textured and rigged two character models based on the needs of the client. Responsible for maintaining my own schedule with limited contact from the client.
- JANUARY 2010 - APRIL 2010**     **Vehicle/Object Modeller :** Requiem  
Concepted, modelled and textured enemies and bosses for a 3D vertical shooter. Communicated and aided the rest of a multi-disciplined team through a semester long game development project.
- OCTOBER 2009 - DECEMBER 2009**     **Character Modeller/Poser :** United Nations Game to End Violence Against Women  
Modelled and posed characters for the UN's educational game "Breakaway". Worked with a team of a number of other artists and writers, and posed models based off a storyboard.

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### EDUCATION

- AUGUST 2006 - MAY 2010**     **Electronic Game and Interactive Development: Art and Animation**  
Bachelor of Science, Champlain College Class of 2010

**References will be furnished upon request**