



## Keith P Phemister

31770 Alvarado Blvd #16

Union City, CA 94587

415.420.0470

keith.phemister@superpheemy.com

www.superpheemy.com

### OBJECTIVE

Seeking an opportunity as an Artist on a creative team developing materials in the Animation, Video Game, or Massively Multiplayer Online industries.

### SOFTWARE

Maya	3D Studio Max	ZBrush
Photoshop	Illustrator	Flash
After Effects	Google Sketchup	Final Cut Pro

### SKILLS

2D/3D Animation	Lighting	Multitasking
Concept Art	Sculpture	Leadership
3D Modeling/Texturing	Storytelling/Script Writing	Team Building
Storyboarding	Character Design	Written Communication
Database Design	Database Maintenance	

### EDUCATION

The Art Institute of California – San Francisco  
B.S. in Media Arts and Animation December 2007

### RELATED EXPERIENCE

**“The Silyn” Student Short** **San Francisco, CA** **January 2007 – June 2007**

#### **Production Supervisor/3D Artist**

- Part of the Directorial Team for group Senior Project of over 20 students.
- Developed and enforced file naming conventions and standards.
- Evaluated student performance, assured quality and compatibility of incoming assets.
- Assisted in navigating the project pipeline to deliver the final project on time.
- Modeled a key background element for the first scene, a broken bridge.
- Textured the bridge, group of leeches and other background elements; included color, bump and specular maps.
- Animated a six-second underwater shot of our main character marching through a lake-bed.
- Digitally inked and painted elements of the Flash animated opening credits.
- Developed the cover design process and led the team from concept through final design.

### PROFESSIONAL EXPERIENCE

**Sony Computer Entertainment of America** **June 2009 - Oct 2009**

*under contract with Nelson Staffing*

#### **Quality Assurance Tester**

#### **Format QA Department**

#### **Job Duties**

- Tested titles for playability, consistency, and stability with very tight deadlines, often less than 5 working days.
- Tested Online game play and connectivity.
- Searched for and reported in-game bugs and developed detailed, consistent, simple-to-follow instructions for Production to find and fix those bugs.
- Regressed bugs present in database, ensuring that the fixes employed by Production solved the problem caused by the bug, and did not cause new issues within the title.
- Executed formalized test-case scenarios as directed by Leads.

**Electronic Arts - 209 Redwood Shores Pkwy, Redwood City, CA 94065**

**Quality Assurance Tester - April 2008 – April 2009**

#### **Shipped Titles**

**Rock Band** (Wii Console, PAL Standard Televisions; English, French, German, Italian, and Spanish Languages)

**Rock Band 2 for the PS3, Xbox 360, and Wii consoles** (for PAL and NTSC Televisions; English, French, German, Italian and Spanish languages)

#### **Job Duties**

- Tested titles for playability, consistency, and stability
- Communicated extensively with on-site Leads and Off-Site developers through e-mail and the proprietary bugging database
- Evaluated Game Play and recommended adjustments and improvements
- Searched for and reported in game bugs
- Confirmed and evaluated bug fixes
- Tested Online game play and connectivity under a variety of bandwidth and packet-loss scenarios.
- Executed test case scenarios
- Worked closely with test Leads and off-site developers
- Ensured quality and consistent game play value over multiple console platforms
- Ensured consistent localization for non-English speaking markets.
- Trained new testers and team members