

## JOSEPH CHIPMAN

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### OBJECTIVE

College graduate who studied interactive media and game design in the hope of earning a future position as a digital artist / illustrator.

### COMPUTER PROFICIENCY

PROGRAMS: Adobe Photoshop, Open Broadcaster Software, Inkscape, Adobe Illustrator, Audacity, Autodesk Maya, ZBrush, Microsoft Office, Internet Explorer, Mozilla Firefox, Windows Movie Maker, Adobe Premiere, Pinnacle Studio 14

LANGUAGES: Lua, Java, Scheme

### EXPERIENCE

#### **DEMOULAS' MARKET BASKET**

##### **Front End Associate**

**Jun 2008 – Present**

- Customer Service and Carriage Retrieval

#### **THECHIPPAMADETHIS PODCASTS**

##### **Digital Art Commission**

**Sep 2019**

- Drew a new thumbnail for his podcast "Chipman Bros. Tangent"

#### **LYNN ARTS, NORTH SHORE COMIC CON**

##### **Illustrator**

**May 2017**

- Sold artwork with other local artists

#### **NORRIS GUSCOTT**

##### **Illustrator & Poster Designer**

**2014 – 2016**

- Designed several brief projects for food distribution, including an informational poster for the Lynn branch of The Food Project

#### **LYNN CLASSICAL HIGH SCHOOL, DRAMA CLUB**

##### **Illustrator**

**May 2016**

- Designed front cover of playbill for their production of *Alice in Wonderland*

#### **SAT YUGA STUDIOS**

##### **Texture Artist**

**Mar 2014 – Oct 2014**

- Design textures for models of upcoming game "Project Swordsmith"
- Coordinate with concept artist and creative director on design choices

#### **BOSTON FESTIVAL OF INDIE GAMES**

##### **Illustrator Submissions**

**Sep 2013**

- Submitted artwork to event at the Massachusetts Institute of Technology centered around the Boston Indie Game Community, the Boston Festival of Indie Games, broke down gallery when event ended

#### **WPI GAME DEVELOPMENT CLUB**

##### **Event Set Up**

**Sep 2008 – May 2011**

- Prepare and organize video games and respective consoles for play at weekly Game Nights
- Set up televisions and consoles for tournaments in the Campus Center
- Sell tickets to other major events that the GDC hosts, such as the annual Costume Dance Party
- Maintain order of events to protect equipment and control traffic flow at events
- Take shifts at Game Jams to assist others having trouble and check on equipment

### EDUCATION

#### **Worcester Polytechnic Institute**

- Bachelors In Science
- Major: Interactive Media and Game Development, Minor: Theater
- Studied game design and developed several small game projects alongside other students by creating digital models, sprites, animations, and artistic concepts for those projects
- Crafted monster models and animations for a strategy rhythm game with four other students
- Organized space near Interactive Media offices where students and faculty can experience and study video games
- Analyzed condition of video game equipment held by Gordon Library's Special Archives for potential future use
- Animated a short 3D short film with two other students, as well as several shorter animations for classes