

413 Mosher Road
Gorham, Maine 04038

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Art Specific Skills

- Illustration
 - Drawing and painting in Photoshop
 - Pencil, pen, watercolor, gouache, acrylic, oil paint, marker
- Concept Design
 - Character
 - Object and Vehicle
 - Environment and Landscape
- Misc
 - Game/App Interface and HUD
 - Comics and Sequential Art
 - Storyboarding

Computer Specific Skills

- Blender 3D Content Suite
 - Advanced proficiency
 - 3D modeling, texturing, rigging, animation, and exporting for game and rendered video
- Adobe Photoshop and Illustrator
 - Advanced proficiency
 - Used in numerous academic and work projects
- Final Cut Pro/Adobe Premier
 - Advanced proficiency
 - Used in numerous academic and work projects
- Previously worked with:
 - Cinema 4D and Maya

Education

**MAINE COLLEGE OF ART
College of Fine Arts**

Bachelor of Fine Arts in Illustration
Graduation Date: May 2013
GPA: 3.25

Portland, Me

**UNIVERSITY OF MAINE
College of Liberal Arts and Sciences**

Bachelor of Arts in New Media
Graduation Date: May 2011
GPA: 3.01

Orono, Me

GORHAM HIGH SCHOOL
Graduation Date: June 2006

Gorham, Me

Experience

FREELANCE EXPERIENCE

2013: Concept Artist, 3D Modeling, Graphic Design, and Illustration

- Pocketwatch Games - Game character concept art.
- Swanky Robot - Logo design.
- Totsipop! - 3D modeling and rigging of childrens clothing and accesories.

BLACK LOBSTER ACADEMY

2013: Art Intern

- Evaluation of class tutorials and workshop content, providing modifications and additional content when necessary.

- Assistance with additional contracts.

WMTW CHANNEL 8 NEWS

2010-Present: Production Assistant

- General production work including studio setup and breakdown, lighting, and camerawork.

THE MAINE CHANNEL (Campus Television Station)

2009-2010: Art Director, Producer

2006-2009: Assistant Director

- Hosted and led production of Black and White and Really Friggin' Old, a recurring Maine Channel program dedicated to airing previously unknown public domain films of the early 20th century with background research and humorous commentary.
- Collaborated with showrunners to plan, design, and develop graphics for Maine Channel productions, including introductory pieces and in-show art.
- Participated in all aspects of television production, including lighting, pre-production, camera work, and audio technology. Went on-location to film events relevant to the University of Maine and air them on the Maine Channel.
- Developed promotional materials for Maine Channel productions, including commercials and large-format posters.

NOT SO RANDOM GAMES (Independent Game Production Company), Gorham, ME

2000-2010: Lead Artist and Designer

- Worked in conjunction with a team of programmers to design and construct multiple industry standard experimental game concepts and working prototypes.
- Projects included prototypes for an arcade style shooter, a squad-based first person shooter and a first person surrealistic puzzle adventure.

IDEXX Laboratories

2007: Intern, Software Development

- Participated in the development of a web testing framework to assist in troubleshooting initial configuration of blood sample analysis devices produced by IDEXX. Assisted in the formulation of system specifications and presented them to senior management.
- Provided first-level technical support as needed.

Awards and Achievements

TREASURES OF MIDDLE-EARTH DESIGN CONTEST

2012: Runner-Up

- Locations Category - \$320 Value Prize
- Judges: John Howe, Alan lee, and Richard Taylor