

Anthony Lanza

10505 Curtis Ave
Omaha, NE 68134
Phone / (402)-850-6062
Immolationstudios.com
ALanza@immolationstudios.com

Objective: To become a 3D modeler in the Entertainment Industry.

Projects: ITT-Tech; Omaha, NE 68127
December 2009- Current
Game Design Instructor
Teaching game design concepts and how to use Autodesk Maya to students.

Electronic Arts- Tiburon; Orlando, FL 32810
February 2008 – July 2008
Quality Assurance
Madden 09 - Next Gen (In Production)
NCAA 09 – Next Gen (In Production)
Head Coach 09 – Next Gen (In Production)
Responsible for Microsoft/Sony Standards as well as Online Gameplay

Advanced Gaming Techniques, Winter Park, FL
Academic Project
3D Prop Modeler
Aug 2007 - Sept 2007
Responsible for game assets to be completed on time
Production of textures
Created Rain Effects
Game Content and Scene Design, Winter Park, FL

Software Used: Maya
Photoshop
Mudbox
Zbrush

Skills: Character Modeling
Prop Modeling
Texturing
Knowledge of Microsoft and Sony Standards

Education: Full Sail University, Winter Park, FL
Bachelor of Science Degree in Computer Animation Feb 2008