

# John Harman

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[www.harmakhet.com/portfolio](http://www.harmakhet.com/portfolio)

## SKILLS

### Software

Maya

Adobe Creative Suite

Adobe Aftereffects

3D Studio Max

UnrealEd

Neverwinter Nights Engine

### Fine Arts

Drawing/Sketching

Design Layout

Composition, Form & Space Color Theory

Creative Writing

### Game Expertise and Focus

Console and PC games

Action/Adventure games

First Person Shooter games

Role-playing games

Real Time Strategy

Platformer games

## EMPLOYMENT

### -Artist/Animator

2006-Current

*Video Gaming Technologies*

-Instrumental in implementing 3D design into a completely 2D design team

-Worked closely with animators to clean up and assemble 2D animations

-Created concept designs for new casino cabinets, casino machine glass and other large scale floor designs and worked in a production role with glass art vendors

-Designed illustrations and media for use by the sales force at tradeshow

### -Game Reviewer

2006-Current

*GamersInfo.net*

### -NOC Analyst

2005-2006

*Video Gaming Technologies*

### -Bar Manager

2004-2005

*South River Grill/Sidelines Cafe*

### -Customer Service Manager/IT Director

2003-2004

*Jefferson Supply Company*

### -Retail Manager

2002-2003

*Babbage's Software/Gamestop*

### -Systems Engineer/Web Artist

2001-2002

*Macrosoft Systems Inc.*

### -DNS Administrator/Provisioning Manager

2000-2001

*Broadslate Networks*

### -Assistant Network Admin/Computer Support Specialist

2000

*William McDonough+ Partners*

## EDUCATION

### Bachelor of Science

2004-2008

*Art Institute Pittsburgh*

Major: Game Art and Design

Graduated with Honors

### Naval Engineering Practices and Turbine Theory

*US Navy Engineering Schools*

1993-1997

## Accomplishments

Honor Roll-Art Institute Online

Producer for Game Production Team Class

NTHS Member

Student Member of IGDA

Maya Rigging and Animation course