

Ian Faris

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Profile

Multimedia digital artist working in the field of game design, interactive art, music production, graphic design, video editing, and audio-visual performance

Education

Pratt Institute, Brooklyn, NY – Bachelor of Fine Arts in Interactive Art with honors – 2015

Thesis project: *Geddon* (2015) (<http://ianfaris.com/index.php/games/geddon/>)

Experience

LEAD DEVELOPER / DIRECTOR, "GEDDON" - UNREAL ENGINE 4 FPS – 2014 - 2015

- Developed entire first-person shooter experience from the ground up, including original modeling, programming logic, sound, and visual effects within Unreal Engine 4 over a period of a year and a half.

LEAD PROGRAMMER, "EMISSARY IN THE SQUAT OF GODS" BY IAN CHENG – 2015

- Developed complex facial rig management system for procedurally animating character lip syncing and controlling all facial emotions

AUDIO-VISUAL DIRECTOR, WOLFSHIRT; BROOKLYN, NY – 2012 - 2015

- Collaboratively assembled audio-visual pieces using realtime engines such as Unity and Unreal Engine for performance and recorded works (<http://wolfshirt.net/>)

COMPUTER SPECIALIST, PRATT INSTITUTE SERVICE DESK; BROOKLYN, NY – 2012 - 2015

- Supported students and faculty in providing on-site and remote support in the repair of computers and technology across university campus

VISUAL ARTIST / TECHNICAL ASSISTANT TO MARK TRIBE; BROOKLYN, NY – 2012

- Assistant to artist Mark Tribe in creating high - resolution screen captures of various video games via console command and available SDK's

Awards and Related Press

[Variety Magazine's "Students to Watch" - 2015](#)

["DATA" featured on Adult Swim's "Off the Air" - 2014](#)

[LG's "Supports The Arts" New Media Competition, Pratt Institute Representative – 2014](#)

[VIDVOX.NET article featuring audio-visual project, "DATA" - 2014](#)

[VIDVOX VJ Masterclass, Featured Artist - 2014](#)

Skills

Programming languages: Very proficient in C#, C++, and Unreal Blueprint

Game engines: Long-term experience in working within Unity3D and Unreal Engine

Design experience: Extensive experience in Adobe Premiere, After Effects, Photoshop, Dreamweaver

Coding environments: Proficiency in Visual Studio, Xcode, Processing, Unreal Engine, and MonoDevelop

IT experience in supporting Mac OS X, Windows 7, and iOS

Experience in communication-oriented work environments