

# Joel Cronan▶

511 Buckeye Drive Apartment 302, Knoxville, TN 37919

Phone: (865) 898-6336

E-mail: [joel.cronan@yahoo.com](mailto:joel.cronan@yahoo.com)

LinkedIn: <http://www.linkedin.com/in/joelcronan/>

Game Design Portfolio: [www.joelcronan.weebly.com](http://www.joelcronan.weebly.com)

Game Music and Compositions: [www.SoundCloud.com/echonet](http://www.SoundCloud.com/echonet)



## Objective

To bring my absolute best, in all aspects of my abilities, to a studio, or company, that has a vision of being the best in its class and a studio, or company, that strives to be the lead example of professional, and overall quality of product.

## Education

**Full Sail University: Bachelors of Science in Game Design** (April 2011 - May 2014)

- ▶ Best in Class: Design Tools II, and Level Design II
- ▶ Best Project: Final Project I, II, and III
- ▶ Final Project (Full Game): *Marble Gaiden*
- ▶ Responsibility in Final Project (*Marble Gaiden* Full Game): Lead 3d Modeler, Lead Level Designer, Lead Texture/Material Creator, Lead Music Composer, Lead Sounds Creator (and Sound Scripiter), Lead on Task Lists

## Experience

**U.S. Army (56M)** (Jan 2006 – Feb 2012)

Building Security, Property Security, Personnel Security, Travel Coordination (DFAS), Briefings, Event Promotion, Personnel Training, Emergency Training

**Awards:** Good Conduct Medal x2, Iraq Campaign Medal w/ 2 service stars, Army Commendation Medal x2, Army Achievement Medal x2, Armed Forces Service Medal, National Defense Service Medal, Global War on terrorism Service Medal, Overseas Service Ribbon, and Army Service Ribbon.

## Skills

- ▶ Unreal Engine 3 / Unreal Engine 4 including FrontEnd, Cascade, and Material Editor
- ▶ Autodesk Maya, Autodesk 3Ds, and Autodesk Mudbox 2011 - 2014
- ▶ Microsoft Visual Studio (Unreal Script / C+ / C++ / JavaScript)
- ▶ **Music Production** with Cubase, Audacity, ACID, and Garageband
- ▶ Perforce/Tortoise SVN
- ▶ GIMP (Texture Creation, Normal Mapping, Bump Mapping, Specular Mapping)
- ▶ Microsoft Word, Excel, PowerPoint, Visio

