

## **Rick Blankenship**

713-480-6748

Rick@DrasticGraphics.com

### **EXPERIENCE**

Apr. 2003-Present      Archangel Studios, Houston, TX

Video Game Producer/Artist/Sound Designer

Contact: Keith Derington, CEO, 713-204-1244

*Game Title: "Relic: Game of the Ancients"*

(Producer) currently working with programmers, artists, sound and content teams to ensure the game is meeting milestones set by the publisher (Strategy First)

(Artist) Designing low poly models of castles and the game board using 3DS Max, creating the texture maps used on the models with Photoshop

*Game Title: "Aardvark Adventures"*

(Producer) Worked with programmers, artists, and content teams to ensure the game was fun, bug free, and had solid controls. Title went gold after 6 weeks of work from our team.

(Sound Designer) Created over 30 sound effects and 13 original songs.

Oct. 1999-Present      DrasticGraphics.com

Co-Owner/Designer/Musician

Contact: Holly Sommer, Partner, 281-376-6311

Work includes 3D video game characters/arenas, music & sound, website design, logos, album covers, magazine advertisements, etc.

Portfolio- [www.DrasticGraphics.com](http://www.DrasticGraphics.com)

Sept. 2000-Present      Lyondell Chemical Co., Bayport, TX

I & E Designer, Contract Employment through Wynn Corporation

Contact: Val Patel, I & E Design Group Supervisor, 281-291-1365

Duties include: Instrument/Electrical Design, generation and revision of AutoCAD drawings (instrument loops, electrical schematics, P&ID's, piping isometrics). Attend weekly group meetings to plan and implement projects. File management using a modified Documentum database. Updating instrument/electrical database using InTools.

### **EDUCATION**

Lee College - Baytown, Texas. Certified in Design Drafting

### **SOFTWARE SKILLS**

3DS Max, Photoshop, Auto CAD, Illustrator, Flash, Premiere, Dreamweaver, InTools, Ultra Pipe, Documentum, Microsoft Office