



Don W. Creger
Sr. Environmental Artist

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Professional Experience

Backflip Studios

Dec 12, 2011 – Present

Insomniac Games

Feb 27, 2006 – Dec 9, 2011

2011 **Ratchet and Clank: All 4 One** *Playstation3*

Telecommuting Environment Artist

Software: **Maya, Photoshop, Filter Forge, Mudbox, Luna** (level editor)

2009 **Ratchet and Clank: A Crack in Time** *Playstation3*

Telecommuting Environment Artist

Software: **Maya, Photoshop, Filter Forge, Mudbox, Luna** (level editor)

2008 **Resistance2** *Playstation3*

Telecommuting Environment Artist

Software: **Maya, Photoshop, Filter Forge, Mudbox, Luna** (level editor)

2007 **Ratchet and Clank: Tools of Destruction** *Playstation3*

Senior Environment Artist

Software: **Maya, Photoshop, Filter Forge, Luna** (level editor)

2006 **Resistance: Fall of Man** *Playstation3*

Senior Environmental Artist

Software: **Maya, Photoshop, Luna** (level editor)

Idol Minds Digital Entertainment, LLC.

March 1, 1999 – Feb 1, 2006

2005 **Neopets: The Darkest Faerie** *Playstation2*

Senior Environmental Artist and Level Layout

Software: **Maya, Photoshop**

2003 **CoolBoarders: Sold Out** *Playstation2* (unpublished)

Senior Environmental Artist, Level Designer, and Illustrator

Software: **Maya, Photoshop**

2002 **My Street** *PlayStation 2*

Environmental Artist, Level Designer, and Illustrator

Software: **Maya, Photoshop**

2001 **CoolBoarders 2001** *PlayStation 2*

Environmental Artist and Level Designer

Software: **Maya, Photoshop**

2000 **CoolBoarders 2001** *PlayStation*

Environmental Artist and Level Designer

Software: Alias/Wavefront **Power Animator** and **Maya, Photoshop**

1999 **CoolBoarders 4** *PlayStation*

Environmental Artist and Level Designer

Software: Alias/Wavefront **Power Animator** and **Maya, Photoshop**

Educational Background

BS: Technology/Design Graphic/Concentration 3D Modeling & Animation (Dec. 2001)
East Tennessee State University, Johnson City, TN

Skills

Computer Media History

3D & 2D Software

- Alias/Wavefront **Maya** '98-present
- Adobe **Photoshop** '96-present
- Autodesk **Mudbox** '08-present
- Insomniac Games **Luna** (level editor) '06-present
- **Perforce** '03-present
- Alias/Wavefront **Power Animator** '99-'01
- Microsoft **Softimage** '96-'99
- Macromedia **Freehand** '96-'99