

# Jonathan Maggio

[www.jonmaggio.com](http://www.jonmaggio.com)

## Contact Information

(514) 914.1196  
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## Software Competencies

Photoshop  
3D Studio Max  
Maya  
Unreal Editor (basics)

## Education

DEC Design et arts numériques en jeux vidéo  
**Centre NAD, 2007**

DEC Document Design and Multimedia Technology  
**Vanier College, 2005**

## Professional Experience

**August 2008 – December 2010**

**Texture Artist, Eidos Montreal (Deus Ex: Human Revolution)**

While at Eidos, I created textures and materials for use in the games environments and props. While in production, I was also assistant to the lead texture artist for over 7 months. There, my responsibilities included attending lead meetings, leading a small portion of the texture team and training new recruits.

**November 2007 – February 2008**

**Head of 3D Development , Ulica Productions**

Ulica Productions is a small show design company who light and design various events in Montreal. While there I was in charge of creating 3D mock up's of those events for them. Based off of the show producers auto cad plans I would model the event area, light it, texture it and render it using Vray.

**September 2005 – December 2005**

**Production assistant, Plank Multimedia Inc. ([www.plankdesign.com](http://www.plankdesign.com))**

Data entry, updating and decoding html documents. Because of its small staff, yet ever growing status, I was able to gain experience working in a small team while under pressure to deliver quality.

## Additional Information

Fully Bilingual (French and English, written and spoken)