

EXPERIENCE BioWare Mythic, an EA Studio

Environment Artist/ Worldbuilder
Fairfax, VA
11/2008 - 11/2011

Designed and built environments
Modeled and textured game assets
Created terrain textures and shaders
Projects Include:
Dragon Age II: Mark of the Assassin DLC
Dragon Age II
Ultima Online Live
Ultima Online: High Seas
Ultima Online: Stygian Abyss Expansion

Virtual Heroes Inc.

Cary, NC
3D Artist
11/2006 - 11/2008

Modeled, textured and animated assets for
real-time serious games
User Interface design
Projects Include:

Zero Hour: America's Medic (Department of
Homeland Security)
Third Life (Intel Keynote at CES 2009)
Pamoja Mtaani (Warner Bros.)
Personnel Recovery (US Military)
NContact Surgical Videos
Race to Mars (Discovery Channel)
Ultimate Teamplay (Hilton Hotels)
3D Teams (Duke University)
Undisclosed project (US Army)

HEATHER CERLAN

ENVIRONMENT ARTIST

Heather Cerlan
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EDUCATION

Full Sail University
Winter Park, FL

Associate of Science Degree in
Computer Animation
11/2004 - 06/2006
Received "Course Director's
Award" for Demo Reel
Creation at graduation

SOFTWARE

Maya
3ds Max
Photoshop
Zbrush
xNormal
Unreal Engine 3
After Effects
Premiere