

Clark Morissaint

973-592-8958

Artisinclark@gmail.com

www.ckretone.org

OBJECTIVE:

Acquire a position in a great work environment with self motivated individuals who share my drive to thrive for success and greatness.

Skills:

Information Technology:

- ◆ DOS
- ◆ TCP/IP
- ◆ Ethernet
- ◆ CAT5/6 Installation
- ◆ PC & Network troubleshooting and repair
- ◆ Assemble PC's to the component level
- ◆ Install and configure software
- ◆ LAN/WAN
- ◆ IP Addressing
- ◆ Proficiency with Microsoft Office Suite
- ◆ Thin Client Devices
- ◆ Windows Operating System and Internet Applications
- ◆ Citrix

Software

- ◆ MS Word, Excel, One Note, Outlook
- ◆ Windows XP/Vista/7/8/10
- ◆ 3D Studio Max 8,9,2013
- ◆ Mudbox 2010,2013,2014
- ◆ ZBRUSH 4R6

Personal:

- ◆ Excellent written & verbal communication skills
- ◆ Strong Work ethics and a team player
- ◆ Motivated self-starter
- ◆ Quick learner
- ◆ Customer Service Experience

Computer Art Skills

- ◆ 3D Character/Environment Art
- ◆ Low Poly/High Poly Modeling
- ◆ Normal mapping / UV Mapping/Texturing

EDUCATION

1999- 2004

Savannah College of Art & Design (SCAD),

Savannah GA

- ◆ Bachelor Degree in Computer Art and Game Development.

WORK EXPERIENCE

Pruitt Health

Norcross, GA

10/2018- Current

IT Desktop Technician

- ◆ Provided comprehensive technical support services to end users..
- ◆ Assessed reported issues and escalate to proper contact if appropriate; created and submitted detailed, timely and accurate incidents documentation of end users interactions and work progress.
- ◆ Maintained technical proficiency in all applications utilized within the corporation; perform end user support related task and special projects assigned by management
- ◆ Utilized all support resources provided to solve partners problems/request; documented work accordingly.

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5/2017 – 9/2017

RAYDEO Enterprises

Ball Ground ,GA

IT Desktop Technician

- ◆ Investigate user problems, identify their source, determine possible solutions, test and implement solutions.
- ◆ Provided training to employees on use of Microsoft OneNote
- ◆ Provided training to installers on efficient setting on smartphone for the purpose of photo documentation of finalized work.
- ◆ Setup automated documentation of onsite photographs to document work quality and resolution
- ◆ Server Maintenance
- ◆ Office 365 System Administrator
- ◆ Managed user account within Active Directory
- ◆ Perform and/or oversee software and application installation, and upgrades.
- ◆ Troubleshoot networks, systems, and applications .
- ◆ Point of contact for 3rd Part Vendors
- ◆ Tested and evaluated 3rd Party Vendor software and system implementation
- ◆ Maintained up-to-date, fully functional, and secure PCs, company phones, and tablets. Also periodically oversee web development and manage the company's social media outlets.
- ◆ Install, configure, and maintain Ethernet networks, network cabling, and other related equipment, devices, and systems; adds or upgrades and configures switches, network interface cards.

5/2015 – 3/9/2017

MSI Solutions

Phoenix, AZ

IT HelpDesk Technician

- ◆ Worked in high call volume environment and assisted clients remotely via logmein session or Teamviewer
- ◆ Customer support via remoting into client PC to resolve various PC issues
- ◆ Logged into PC and installed or upgraded "Nitevision" Proprietary software onto client terminal
- ◆ Provided training in Nitevision to client on a daily basis
- ◆ Provided support in Windows XP and Windows 7 environments
- ◆ Provided technical support for Nitevision to client on a daily basis
- ◆ Provided PC and networking technical support
- ◆ Created trouble tickets and documented troubleshooting process and issues resolved
- ◆ Contacts third party vendors to assist with troubleshooting
- ◆ Created user accounts and accessibility within Nitevision

Verizon Wireless

10/2014 -5/2015

IT HelpDesk Technician

- ◆ Provided support for iPhones, Androids, Tablets, Windows based PC and Mac computers
- ◆ Used Proprietary ticketing system
- ◆ Customer support via remoting into client cell phones to resolve various issues
- ◆ Trained Verizon customers on the various functions of their cell phones and apps
- ◆ Removed cell phone virus and performed cell phone data backup
- ◆ Configured Outlook Exchange on Apple computers/iOS Devices and Android mobile devices.
- ◆ Backed up user data and performed factory data reset to devices when needed.

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Adjunct Instructor

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|--|-------------------------------------|-------------|
| 3/2015 – 10/2015 | Grand Canyon State University | Phoenix ,AZ |
| ◆ Modeling 1 & 2 | | |
| ◆ Advanced Modeling | | |
| 1/2015 - 12/2015 | University of Advanced Technologies | Phoenix ,AZ |
| ◆ Instructor for Video Game Art and Design | | |
| ◆ 3D Animation | | |
| ◆ Level Design | | |
| 9/2008 - 3/2013 | Collins College | Phoenix ,AZ |
| ◆ Instructor for Video Game Art and Design | | |
| ◆ Modeling 1 & 2 | | |
| ◆ Advanced Modeling | | |
| ◆ Texturing and Lighting | | |
| 7/2008 – 3/2010 | Arts Institute of Phoenix | Phoenix ,AZ |
| ◆ Instructor for Video Game Art and Design | | |
| ◆ Modeling 1 & 2 | | |
| ◆ Advanced Modeling | | |
| ◆ Texturing and Lighting | | |
| ◆ Team Project 1 & 2 | | |
| 7/2007 – 6/2008 | Arizona State University | Phoenix ,AZ |
| ◆ Instructor for Video Game Art and Design | | |
| ◆ Modeling 101 | | |

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Professional 3D Art

3/2008 - 8/2008	FireFly Studios	Phoenix AZ
7/2007 – 6/2008	Rainbow Studios,	Phoenix AZ.
9/2006 – 7/2007	Technicolor Interactive,	Los Angeles CA
4/2004 – 8/2006	Streamline Studios,	Netherlands ,Holland

Professional Certification

Autodesk 3DS MAX 2010

Additional Honors & Awards

Focused Editorial: Artistik magazine January 2010 issue

TITLES WORKED ON:

Saints Row; Microsoft XBOX 360

- ◆ • Modeler/World Builder
- ◆ • UV Mapped low-poly assets
- ◆ • Modeled in-game environments.

Unreal 3; Microsoft XBOX 360, Epic

- ◆ Modeler High-poly/Low-poly
- ◆ UV Mapped low-poly assets,
- ◆ Created normal maps for vehicle and weapons.
- ◆ Texture Artist

Battlefield 2142; Microsoft XBOX 360

- ◆ Modeler High-poly/Low-poly
- ◆ UV Mapped low-poly assets,
- ◆ created normal maps for in-game assets

Stargate Worlds; Microsoft XBOX 360

- ◆ Modeler High-poly/Low-poly
- ◆ UV Mapped low-poly assets,
- ◆ created normal maps for in-game assets

Blacksite Area 51; Microsoft XBOX 360

- ◆ Modeler High-poly/Low-poly/
- ◆ UV Mapped low-poly assets,
- ◆ Created normal maps for in-game assets
- ◆ Texture Artist
- ◆ World Builder

The Movies; PC Port

- ◆ Modeler/Texture /Low-poly
- ◆ UV Mapped low-poly assets
- ◆ World Builder

Game Tester: X-Men Legends II Rise Of Apocalypse Beta Testing

- ◆ Tested multiple game builds and reported bugs into database

Game Tester: True Crimes NYC Activision

- ◆ Beta Testing
- ◆ Tested multiple game builds and reported bugs into database