

# Daniel (DJ) Tedrick

## LEvel Designer & Environmental Artist

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### Key Skills

- 3D Modeling in Maya
- Level Design and Blueprinting in Unreal 4
- Level Design and c++ in Unity
- Texturing and UV management in Maya
- 3D animation in Maya

### Education

- Went to a tech school where I got experience in many different programs
- Bffa for animation and game art