

GABRIEL A. OLSON

Video Game Professor/Game Designer | 801.326.9461
<http://www.gabrielolson.com> | gabeolson@gmail.com

PROFESSIONAL EXPERIENCE

Interim Director

University of Utah | Therapeutic Games and Apps Lab (The GApp Lab), Salt Lake City, Utah
January 2019 – Current

Acting Director for a studio working on serious games for health and medicine

Assistant Professor/Lecturer

University of Utah | Entertainment Arts Engineering, Salt Lake City, Utah
August 2016 – Current

Focus on Design and production based classes

Work with students from ideation to publication of games

Level Designer | Disney Interactive, Avalanche Studios

July 2009 – 2016

Toy Story 3, Cars 2, Disney Infinity, Disney Infinity 2.0, Disney Infinity 3.0, TBA GAME

Adjunct Teacher, Masters 3D Game Program | University of Utah

August 2011 – 2016

3D Environment Modeler/Texture Artist | Metaversatility

February – July 2009, Freelance

Concept, model and texture 3D environment props and scenes: **PS3 MMO Sony Home**

3D Modeler/Texture Artist | LAIKA/house

June 2008 – February 2009, Freelance

Clients: **Microsoft, Ubisoft Raving Rabbids, M&M, Cheerios, Shredded Wheat, Trix**

3D Character Modeler/Texture Artist | 3D Central

November 2008 & January 2009, Freelance

Model 3D characters in Maya and Zbrush: **Intel**

3D Modeler | Liquid Development

October 2007, Contract

Optimized game assets in 3D Studio Max: **XBox 360 Damnation**

EDUCATION

MFA Game and Art Design | University of Utah

August 2010 – April 2013

BS Game and Art Design | Art Institute of Portland

August 2005 – June 2008

