

# 3D ARTIST RESUME

## SUMMARY

Innovative and resourceful 3D Artist with 5+ years of experience creating and delivering world-class 3D models for clients in digital media, technology, and gaming industries. Seeking to leverage my technical, creative, and design abilities to transform clients' concepts into attractive renderings and animations consistent with their specific requirements.

## EDUCATION

**May 2011**  
**California State University**  
**Fullerton, CA**  
*Bachelor of Fine Arts*

## ADDITIONAL SKILLS

3D Modeling  
3D Visualization  
3D Prototyping  
Texturing  
Rendering  
Animation  
Leadership  
Team training  
Autodesk 3DSmax  
Chaos Group V-Ray  
Adobe After Effects CS+  
Adobe Photoshop CS+  
Adobe Animate  
Adobe Premiere CS+  
Unreal Engine 4  
Game Maker Studio  
Maya  
Zbrush

## CONTACT

**Phone:** (xxx)-xxx-xxxx

**Email:** your@email.com

**Address:** 123 Your Address, City, State, Zip Code

## PROFESSIONAL EXPERIENCE

**NOV 2019–Present**

**Senior 3D Artist**

**Creative Circle, Los Angeles, CA**

- Lead a team of 8+ artists, providing art quality and aesthetic vision to the team and ensuring high visual fidelity and optimization
- Design and customize a variety of 3D assets, models, textures, animations, and skeletal meshes, then build them within the Unreal Engine
- Analyze client requirements and collaborate with concept artists to create initial drawings that help us and the client better visualize the intended end product
- Maintain 100% client satisfaction by delivering consistent aesthetic and technical quality throughout the asset pipeline

**June 2016 – Sep 2019**

**3D Artist**

**Jamcity, Carlsbad, CA**

- Designed and developed high-end, interactive digital renderings and animations for renowned clients, including McDonald's, Rockwell Collins, and Midmark
- Worked collaboratively with other teams across 7 studios to provide creative solutions and support for projects
- Effectively worked on 10+ projects weekly with changing requirements, all under strict deadlines and requiring timely project completion
- Designed a variety of hard surface and organic models, ensuring proper scaling of assets and models in line with real world standards