

# FIRST LAST

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## SUMMARY

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3D Artist with 10+ years of experience in 3D modeling, rigging, and animation. Designed and defined immersive game settings using 3ds Max tools; recognized as [Award] by [ABC Society].

## PROFESSIONAL EXPERIENCE

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### Resume Worded, New York, NY

Jun 2018 – Present

#### 3D Artist

- Designed and modeled various environment and character assets, ensuring the completion of 15+ promptly with high quality and within deadlines.
- Illustrated film assets, textured objects and designed multiple app icons and menu screens, resulting in a 50% increase in overall productivity.
- Communicated with over 10 departmental managers to ensure that every task and outputs comply with the clients' needs and requirements.
- Created banners and worked on improving the whole 3D model's development process to increase quality, efficiency and reduce costs.
- Collaborated and worked closely with 50+ professionals from the industry; conducted reports on project progress, presenting results to executives.

### Second Company, New York, NY

Jan 2015 – May 2018

#### 3D Artist - Hololens

- Iterated in low fidelity to arrive at the best possible while executing at high-fidelity to create and deliver shipping quality visuals and content.
- Created high-quality artwork within technical budgets and aggressive deadlines, resulting in a 97% success rate and overall company efficiency.
- Take ownership of the vision, working the project through completion while seeking out and implementing feedback to improve and refine content.
- Experienced 3+ years working in Unity, Unreal, and equivalent engine, delivering expertise, skills, and proficiency in performance and service.
- Create 2D textures from hand and captured images for real-time rendering.

### Third Company, San Diego, CA

May 2008 – Dec 2014

#### 3D Animator

- Designed the main character of the “Professor R.” animated movie, which acquired commendation for a 110% increase in overall performance rate.
- Made 500+ character models following character effect team requirements.
- Manipulated 300+ characters to interact with the digital environment using Maya, ensuring the smooth flow of characters within the cinematic realm.

## EDUCATION

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### Resume Worded University, San Francisco, CA

May 2010

Master of Business Administration Candidate; Major in Business Analytics

## SKILLS

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3D Slash, LibreCAD, Photoshop, CC, SculptGL, SelfCAD, Clara.io, Unity, Adobe (Photoshop, Illustrator, InDesign, After Effects), 3D Software (Maya, Revit, 3D Studio Max)