

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