

FIRST LAST

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SUMMARY

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

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

Resume Worded University, San Francisco, CA

May 2010

Master of Business Administration Candidate; Major in Business Analytics

SKILLS

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