

Cody Wagner
3D Artist
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SUMMARY

A 3D artist with a love of working on environments and props. Fresh out of school with a handful of projects worth of experience under my belt. In all cases worked with a team coordinating with other members like animators to make sure models meet the standards of the rest of the pipeline. Enjoyed finding solutions to problems that appeared during development. Thorough knowledge of the standard 3d pipeline using 3Ds max and Blender for modeling/unwrapping, the Substance Suite for texturing, and Zbrush when required. Always looking to learn new tools and techniques to improve my workflow.

SKILLS

3D Applications:	<i>3DS Max, Substance Suite, Blender, ZBrush</i>
Graphics Applications:	<i>Adobe Suite</i>
Game Engines:	<i>Unity, UE4, UE5</i>
General:	<i>Problem solver, Motivated, Focused</i>

EDUCATION

Ontario Advanced Diploma, Game Development, Specialization in Modeling
George Brown College
Toronto, Ontario

Volunteering

George Brown College
Unity
3D Artist
2020

Duties: Retopologizing and texturing Character Models
Worked with animators to make sure topology was optimized for rigging and that poly count goals were met

George Brown College
Unity
3D Artist
2021-2022

Duties: Making low and high poly models from concept art for the texture artists
Work within poly limits and time constraints to take concepts and turn them into high and low poly models for use by texture artists for texturing