

# ROBERT SMITH

## Jr. 3D Artist

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### SUMMARY

To help continue to build our creative muscle at Mythical Games. Help with a variety of tasks involved in the creation of art assets such as modeling, texturing, and lighting.

### SKILLS

3D modeling, Digital / Traditional painting, Animation, Graphic Design.

### WORK EXPERIENCE

#### Jr. 3D Artist

ABC Corporation - 2010 – 2010

- Created background assets, and characters for a variety of projects including, Ultimate Mortal Kombat 3 for the iPhone/iPod, and the Ratatouille game.
- Made high res, low poly, uvs, map projection, and textures for all assets worked on.
- Created background assets from example pictures, with style in mind.
- Made high res, low poly, uvs, map projections, and textures.
- Responsible for texturing, and finishing characters for Shrek 4 promotion for McDonalds as their client.
- Modeled sets in collaboration with 2D animators and other 3D artists Modeled objects and background elements.
- Designed 3D characters, objects, and backgrounds for use in animated scenes for games and other software Worked Remotely Skills used Blender.

#### 3D Artist

Industrial Light & Magic - 2007 – 2010

- I Create 3d and 2d graphics for film projects.
- Modeling, texturing, & lighting 3d models as well as compositing of elements.
- Images are often manipulated in Photoshop to add details & additional elements.
- I have won "best in show" awards for my work on various film projects.
- Skills Used I have the ability to create high end graphics from concept to final production image.
- There are times when there is a rough idea that needs to be flushed out, so my job is to create and develop concept artwork for buy off & then use those concepts to generate the final images for the client.
- This is Dummy Description data, Replace with job description relevant to your current role.

### SCHOLASTICS

- Bachelor's- (Low Poly)