

# Robert Smith

## 3D Artist

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## SUMMARY

3D Artist is comfortable creating rough sketches and collaborating with other artists throughout the process to create industry-leading final illustrations.

## SKILLS

Management, Organizing.

## WORK EXPERIENCE

### 3D Artist

Freelance - 2018 - 2019

- Produced a broad spectrum of concept work needed in a studio. Everything from quick thumbnails through to final illustrations and renders.
- Collaborated with Art Directors, Production Teams, Concept Artists and Content Leads.
- Created high quality concept art that communicates style, mood, and tone of a world.
- Created realistic-looking 3D assets to be used in VR and AR
- Responsible for Import export .OBJ or .FBX to and from Unity
- Responsible for Texturing and UV coordinates with optimal Texel density of 3D models
- `{job_description7}`

### 3D Artist

ABC Corporation - 2017 - 2018

- Took active role in doing Animation, Modeling, Lighting and Compositing, IK set-up on Characters.
- Worked closely with the Production Managers, Supervisors, and 3D Artists for the production of a good quality film.
- Participated in creating Animation Scenes for the movie Hoodwinked.
- Tasks -Digital Effects - Digital Clean-Up -Lighting Technician - Lighting -Compositing Supervisor - Compositing -Animator - Animation -3D Modeler - Modeling Achieved skills in Maya, Photoshop, and Combustion 4.
- Achieved Knowledge in Mel Scripting and Linux OS.
- Handled Texturing & Lighting for the Hoodwinked project.
- This is Dummy Description data, Replace with job description relevant to your current role.

## EDUCATION

Bachelor of Fine Arts in Game Design and Production - (American Intercontinental University)