

# ROBERT SMITH

## Asst. 3D artist

[info@qwikresume.com](mailto:info@qwikresume.com) | <https://Qwikresume.com>

6 years experience in 3D Design, working in games, advertisement and real estate In-depth understanding of Maya, 3ds Max, Unity,V-Ray and strong knowledge of Photoshop Familiar with various steps in the 3D modeling process including environmental design Portfolio: <http://www.juliaaber.net/>.

### MARCH 2012 - OCTOBER 2013

#### ASST. 3D ARTIST - ABC CORPORATION

- Modeled of architectural objects from drawings.
- Filled scenes vegetation, elements of interior and exterior.
- Textured objects, according to the wishes of customers, or at its own discretion unless there are clear assignments.
- Rendered scenes and subsequent post-processing in a graphics program.
- Created 3D illustrations, concepts, and storyboards
- Responsible for Model, texture, rig environment, character and vehicle assets.
- Worked on game Blood of the Werewolf re topod existing assets created new assets stylized textures.

### 2007 - 2012

#### 3D ARTIST - ABC CORPORATION

- Lighting, texturing, rendering, and compositing for 2009 Ford Mustang Convertible in studio lighting for 360 movement.
- Lighting, texturing, and rendering for 2009 Jeep Wrangler animations including drive by and rock crawling.
- Modeled missing geometry for 2009 Ford F-150 seating.
- File cleanup for 2008 Ford Focus crash animation files.
- Numerous small still frame renders of 2009 Ford Mustang showing different color options.
- Modeled warehouse for use with RTT DeltaGen in product displays for numerous clients including Volkswagen and Procter & Gamble.
- This is Dummy Description data, Replace with job description relevant to your current role.

## EDUCATION

Bachelor's

## **SKILLS**

Autodesk Maya, Photoshop, UDK / Unreal Engine, Zbrush, Painting, Game Design, Adobe Premiere, Storyboarding, Unity, Perforce, Illustrator.