

# ROBERT SMITH

## Associate 3D Artist

Phone: (0123)-456-789 | Email: info@qwikresume.com | Website: Qwikresume.com

---

### SUMMARY

Experienced in 3D modeling, texturing, rendering environments, compositing, and lighting, and the ability to work within and across large, interdependent teams, requiring an implicit understanding of the balance required between artistry, communication, and partnership.

### CORE COMPETENCIES

Painting, Management.

### PROFESSIONAL EXPERIENCE

#### Associate 3D Artist

**ABC Corporation - June 2013 – September 2013**

##### Key Deliverables:

- Participated in group meetings.
- Developed 3D models of characters for the movie trailers.
- Demonstrated the overall development process of 3d development and production pipeline.
- Showed a cost-effective way for easy character rigging.
- Responsible for Model and texture asset for a mobile game for the iPhone Collaborate with the art director and producer Finish each asset in a timely manner.
- Responsible for Model 3-D game props using Maya and Photoshop, texture them.
- Worked in a team Worked with Clients to deliver polished final products.

#### 3D Artist

**ABC Corporation - 2008 – 2013**

##### Key Deliverables:

- 3d Artist for the Protosphere application.
- Modeled buildings, avatars, plants, and any objects needed.
- Also did mocap cleanup and animation, rigging and texturing.
- Found and managed a 3d modeling and animation studio in Hungary for outsourcing.
- Our clients included Merck, Johnson & Johnson, Astra Zeneca & others primarily in the Pharmaceutical Industry.
- Skills Used Art Direction, Management, Storyboarding, Game Development, Gamebryo Game Engine, Photoshop, Illustrator, Maya, Perforce, 3d Animation, 3d Modeling, Rigging.
- This is Dummy Description data, Replace with job description relevant to your current role.

**ROBERT SMITH**

**Associate 3D Artist**

Phone: (0123)-456-789 | Email: [info@qwikresume.com](mailto:info@qwikresume.com) | Website: [Qwikresume.com](http://Qwikresume.com)

---

## EDUCATION

Bachelors of Science in Media Arts and Animation: Game Art - 2010(The New England Institute of Art - Brookline, MA)

