

3D Artist

ROBERT SMITH

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Objective

After working in a top tier government position for more than 10 years, it has taught to adapt, learn and improve skills in critical thinking, project management, hard decision making and thinking outside the box while listening, taking suggestions and making tough, accurate decisions to achieve 100% mission success. As an artist this has allowed to collaborate with peers and manage time wisely to complete projects on schedule with a focus on attention to detail while taking into account critiques when working with others and on own, also being able to adapt and change with new ideas and keeping current with the advancement in the technology of the digital industry.

Skills

High Poly Modeling, Low Poly Modeling, Texturing, Game.

Work Experience

3D Artist

Freelance - 2018 - 2019

- Worked closely with Architects and General Contractors in the design and implementation of both Residential and Commercial projects.
- Prepared information regarding design, specifications and materials.
- Leading contributor and coordinator of design problem-solving.
- Responsible for Specialist in 3D architectural renderings and architectural visualization.
- Created 3D assets, Material creation, and node-based shader creation in various software packages.
- Oversaw the hiring process to help expand the business Skills Used Patience, leadership, organization, multi-tasking, understanding, quick learning, creative problem-solving.
- Constructed various 3D models and animations for military simulations and training created various texture maps diffuse, specular, bump, normal, and displacement making computer simulations seem realistic.

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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.

- Achieved skills in Particle FX, and Shave and Haircut for the movie "Hoodwinked 2" Demo Reel..

Education

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