

# ROBERT SMITH

## 3D Artist I

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Passionate game developer who originally was only a 3D Artist, but decided to learn c# programming and game development using Unity 3D, a wonderful and friendly Game Engine widely known in the game development community, to increase the chance of involve in a team of game development, since work opportunities at the time where not much in the game creation area.

## EXPERIENCE

### 3D Artist I

#### ABC Corporation - 2005 - 2006

- Created 2D graphics for applications and games GUI for mobile.
- Made 3D animations for several applications, games, and for the content portal.
- Took part with 3D/2D graphics for an over 200 items library of the content portal.
- Transferred to Procyon Solutions, who resided inside the campus as well.
- Model and texture sports logos and assets for the use in broadcasted events such as NCAA March Madness, MLB All-Star Game, League tournaments.
- Create a space ship planetarium interior for the use of VR demonstration at Comic-Con.
- Responsible for modeling and texturing 3d assets to be used as CG backplates for a live-action harry potter parody.

### 3D Artist

#### Engineering.rs - 2000 - 2005

- I am a mechanical engineer, in my field of study, precision met the art of shapes I wanted to mend that with visualization technologies at our hands today.
- Set high standards for my work output, my goal is to create precise, clean, and unique render, that will be put both in technical marvels and in the hyper-realistic artistic achievement.
- My passions are projects that are demanding, ones that take the bar and set it higher than it was before.
- Designing the products, rendering the products, visualizing the products that are going to be respected as todays avant-garde.
- Putting the art into engineering and precision.
- Skills Used 3ds max, vray, mental ray, modeling, visualization.
- This is Dummy Description data, Replace with job description relevant to your current role.

## EDUCATION

- Digital Animation for Broadcasting - (Manolito Aguiar Institute - Miami, FL)

## SKILLS

3D Studio Max, Unity 3d, C#, After Effects, Photoshop, Zbrush.