Robert Smith

Lead 3D Artist

CONTACT DETAILS

1737 Marshville Road, Alabama
(123)-456-7899
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www.qwikresume.com

PERSONAL STATEMENT

3D Artist professional is to constantly be an effective 3d FX team member while assisting senior artists to achieve the best visual outcomes for fully realized projects.

SKILLS

Autodesk Maya, 3D Studio Max, Pixologic Z-Brush, FX Plugins.

WORK EXPERIENCE

Lead 3D Artist

ABC Corporation -   January 2012 – February 2016

Responsibilities:

- Created organic and hard surface assets including creatures, characters, environments, vehicles and props.
- Responsible for UV unwrapping using multiple projections in Autodesk Maya while taking into account size and space.
- Accurately modeled objects from concept drawings using Autodesk Maya and Pixologic Z-brush.
- Detailed sculpting and creating normal & displacement maps in Z-brush and Photoshop.
- Textured layers to achieve a hyper-realistic look by creating smaller texture maps inside Photoshop.
- Built environments inside of the Unity game engine.
- Responsible for Active team participation in game testing.

3D Artist

ABC Corporation -   2010 – 2012

Responsibilities:

- Modeled natural and architectural geometry.
- Created furniture and interactive objects.
- Painted Textures using both 3D paint and traditional texture painting techniques.
- Created and applied complex shaders.
- Designed environment assets.
- Collaborated with other members of the team to create levels and environments.
- This is Dummy Description data, Replace with job description relevant to your current role.

Education

Bachelor's of Computer Science in Computer Animation and Game Art Creation - 2004(Full Sail University - Winter Park, FL)

LANGUAGES

English (Native)
French (Professional)
Spanish (Professional)

INTERESTS

Climbing
Snowboarding
Cooking
Reading

REFERENCES

Reference – 1 (Company Name)
Reference – 2 (Company Name)