

Robert Smith

3D Artist II

PERSONAL STATEMENT

r3D Artist role will be a part of the business development team, working to create beautiful presentations to secure projects for the studio or sell our IP

WORK EXPERIENCE

3D Artist II

ABC Corporation - 2005 - 2006

Responsibilities:

- Took an 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.
- 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.
- Worked with the art director and creating 3D characters for use in mobile and web games.

3D Artist

ABC Corporation - 2003 - 2005

Responsibilities:

- Directed and manage illustration and animation projects.
- Developed multimedia presentations using Director and Adobe products.
- Modeled, texture, and light architectural environments.
- Worked as an integrated member of the design team.
- Worked directly with clients to meet project goals.
- Managed technology and software needs.
- This is Dummy Description data, Replace with job description relevant to your current role.

Education

BS in Information Technology - (San Sebastian College - Manila)

CONTACT DETAILS

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

SKILLS

low poly modeling, Hi poly modeling, Tisible texture sheets, Modular design,Vray.

LANGUAGES

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

INTERESTS

Climbing
Snowboarding
Cooking
Reading

REFERENCES

Reference - 1 (Company Name)
Reference - 2 (Company Name)