

Objective

Specialize in modeling 3D environments for games and animated shorts. My dream is to work in the gaming industry utilizing my 3D modeling skills.

Skills

3D Studio Max, Maya, Photoshop, Zbrush.

Work Experience

3D Artist III

ABC Corporation - January 2002 – May 2012

- Responsible for general terrain modelling, texturing, and Architectural building production.
- Identified and reviewed task risks and recommend solutions and contingencies.
- Untitled Project (In production) Worked on the Environment Team.
- Responsible for general terrain modelling, texturing, and Architectural building production.
- Created map environments for in-game and cut scenes.
- Worked on the Vehicles Team.
- Responsible for general vehicle updates For the last three years at Rockstar North, responsible for creating efficient poly map environments to a set budget for in-game and cut scenes.

3D Artist

ABC Corporation - February 2000 – January 2002

- Farscape (Sci-Fi R.P.G.
- for PC/X-Box) Responsible for level / resource modelling, 2D drawing and painting, digital concept work, screen design and texture creation.
- This has required faithful representation of licenced properties and working closely with the external producer.
- Partisan (F.P.S.
- for PC/PS2) Responsible for military equipment and environment modelling.
- 2D drawing and painting, digital concept work, storyboarding, screen design and texture creation.
- Working to a limited poly budget.

Education

Bachelor's- (High to Low Poly Modelling)