

Nao Takeda

416-879-5515

nao@sevencontinents.com

www.ntakeda.com

<https://ca.linkedin.com/in/ntakeda1>

Objective

Full time position as a 3D modeler, sculpture modeler

Highlights of Qualifications

3 years+ experience in 3D modeling, texturing

Can create detailed sculpture in Zbrush

Adapts well to new tools and work environment

Organized and self-motivated

Skilled in

-Maya
-3DS Max
-Zbrush
-Photoshop
-Topogun

Knowledgeable in

-After Effects
-Illustrator
-Microsoft office suites

Experience

- **SEVEN CONTINENTS** February 2013 – Current
3D sculptor for mannequins and visual merchandise
- **QUALIA** (3D game for iOS) September 2012 - February 2013
3D modeler and texture artist
- **STRATUM GAMES** (3D game for iPhone) March 2012 - July 2012
3D modeler and texture artist for environment props

Education

- **George brown College** (Toronto, ON) January 2010- April 2012
Ontario College Advanced Diploma
- **Prefectural University of Kumamoto** (Japan) April 2005- September 2008
Bachelor of Literature and Education (Candidate)