# Tracy Dillon
## 3D Character Artist

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## Summary

Character artist with a drive to create inspiring and imaginative content. Knowledgeable in the game development pipeline and a strong understanding of human anatomy, with high attention to detail and outstanding communication skills.

## Technical Qualifications

| Advanced | Proficient | Familiar |
| --- | --- | --- |
| Autodesk Maya | Unreal Development Kit 3 & 4 | 3D Coat |
| Pixologic ZBrush | Marvelous Designer | Substance Painter |
| Adobe Photoshop | xNormal | Substance Designer |
| Autodesk Mudbox | CrazyBump | Adobe After Effects |
| | Microsoft Office Suite | Adobe Flash |

## Skills

3D modeling/sculpting high and low poly characters, texturing (hand painted and composited), UV mapping

Fine arts (drawing, painting, sculpting), art history, costume design and construction

Leadership and project management skills, written and oral communication, highly adaptable

## Experience

**"Romantic Girl" individual project**                                                             Jan - March 2015
(Modeler / Texture Artist)
Modeled high res character in ZBrush, retopologized for low res in Maya,
textured in Substance Painter and Photoshop

**"Mizuki" individual project**                                                             Dec 2014 - Feb 2015
(Concept Artist/ Modeler/ Texture Artist)
Modeled using Maya, Marvelous Designer, and Mudbox, textured in Mudbox and Photoshop

**"Kill la Kill" student group project**                                                             July 2014
(Team Lead/ UI Designer)
Lead team of 4 and designed user interface for a four week long project for an Adobe Flash game
inspired by the popular anime series, *Kill la Kill*

**"Speakeasy" student group project**                                                             Mar - May 2014
(Team Lead/ Modeler/ Texture Artist)
Organized team of 4, modeled and textured assets for a speakeasy level presented in the Unreal 3
engine

**"Groenholl" individual project**                                                             Mar - May 2014
(Level Designer/ Modeler/ Texture Artist/ Effects Artist)
Designed level, modeled and textured assets, set lighting, created particle effects, presented in
Unreal 3 engine

## Employment

**Sawa Spa, Brentwood, CA**                                                             Dec 2014 - current
*Wellness Attendant*

## Education

**Ex'pression College, Emeryville, CA**                                                             Aug 2012 - May 2015
*Bachelor of Applied Science, Game Art and Design*