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| **Tracy Dillon**  3D Character Artist |  | tracy.dillon611@gmail.com  tracydillon.com | |
| **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**  Autodesk Maya  Pixologic ZBrush  Adobe Photoshop  Autodesk Mudbox | **Proficient**  Unreal Development Kit 3 & 4  Marvelous Designer  xNormal  CrazyBump  Microsoft Office Suite | **Familiar**  3D Coat  Substance Painter  Substance Designer  Adobe After Effects  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**  (Modeler / Texture Artist)  Modeled high res character in ZBrush, retopologized for low res in Maya,textured in Substance Painter and Photoshop | | | Jan ’15 - present |
| **“Mizuki” individual project**  (Concept Artist / Modeler / Texture Artist)  Modeled using Maya, Marvelous Designer, and Mudbox, textured in Mudbox and Photoshop | | | Dec ’14 - Feb ‘15 |
| **“Kill la Kill” student group project**  (Team Lead / UI Designer)  Led 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* | | | July ’14 |
| **“Speakeasy” student group project**  (Team Lead / Modeler / Texture Artist)  Organized team of 4, modeled and textured assets for a speakeasy level presented in the Unreal 3 engine | | | Mar - May ‘14 |
| **“Groenholl” individual project**  (Level Designer / Modeler / Texture Artist / Effects Artist)  Designed level, modeled and textured assets, set lighting, created particle effects, presented in Unreal 3 engine | | | Mar - May '14 |
| **Employment** | | | |
| **Sawa Spa, Brentwood, CA**  *Wellness Attendant* | | | Dec ’14 - present |
| **Education** | | | |
| **Ex’pression College, Emeryville, CA**  *Bachelor of Applied Science, Game Art and Design* | | | Aug ’12 - May ‘15 |