

EDUCATION

Masters of Art, Architecture, 2013
Royal College of Art, London, England
Dissertation: "The 'Slippery' Perceptions of Digital Space"
Thesis Project: Quarantine Deployment Agency

Bachelor of Science, Architecture, 2011
University of Utah, Salt Lake City, USA

PROGRAM KNOWLEDGE

ZBrush, 3ds Max, Maya, Unity, Photoshop, Illustrator, Vray, Keyshot, Real Flow, Nuke 8, After Effects, xnormal, Rayfire

PROFESSIONAL EXPERIENCE

Character Artist, [Chasing Dead](#), 2020 Venture, San Mateo, California, USA

August 2014 - Present

Creating hi-resolution photorealistic character models for a first person shooter AAA title estimated to be published June 2015 for PS4 and Wii U. Currently working on the main character Jake along with his assets. I also worked on several Boss characters, props and weapons. Sculpting both human and creature models, including organic and non-organic assets in ZBrush from concept art to fully realized characters. Once a character has been approved I create an optimized low-resolution version in Maya to then UV Layout and rig for animation and test with a generic A.I. for runtime performance and flexibility in Unity before passing the character to the animation team. I will continue development creating texture maps from scratch and photo reference, and then create occlusion and normal maps from the high resolution model while retaining the aesthetic vision of the game.

- Create concept art for characters, environments, props, and weapons if needed in the team
- Work with minimal input while comfortable communicating and collaborating effectively with the development team
- Create deformable and efficient models with clean topology and optimized UV layouts
- Follow and maintain pipelines and technical requirements
- Able to adapt to any style, cartoony as well as stylized realism

Production Work: Modeling, Texturing, Digital Sculpting, UV Layouts, Weighting and Pipelines

Tools Used: ZBrush, Maya, Photoshop, Unity, xnormal, UV layout

Report to: Musa Sayyed- Art Director

Freelance Concept Artist, [Luminous Marketing and Media](#), Vacaville, California, USA

January 2014–July 2014

Managed a small team of technical artists to achieve a final production ready logo sequence. Received direction from the CEO to develop the artistic vision of the studios logo sequence. Developed environmental concepts including model paint-overs, mood paintings, light studies, and asset concepts. Able to carry conceptual phase to the finished sequence successfully under budget without sacrificing quality. Modeled and textured all scene assets for the sequence. Directed camera moves and shot timing for the sequence.

Production Work: Concept Design, Modeling, Texturing, Set Lighting, Matte Painting, Compositing, and Tracking-Match Moving

Tools Used: Photoshop, ZBrush, 3dsMax, Maya, Nuke 8 and Pen and Paper

Visual Artist and Architect Assistant, [Foster + Partners](#), London, UK

July 2013 – October 2013

Created high quality visual designs that support end target oriented goals. Developed environmental concepts including mood paintings, architectural drawings, and prop concepts. Worked collaboratively within a multi-disciplinary art/design team to help bring architecture, environments, and props to life within the vision of the principal design. A superior eye for light, value, composition, color, staging, and detail from concept to final rendering. Specializing in hard surface, props, and organic modeling using 3Ds Max, Maya, ZBrush, and Photoshop; both high and low poly assets. Secrets were needed to be kept for high profile projects that had both social and economic consequence if revealed prematurely.

Freelance Concept Artist, [Vagrantly Modern Music Video](#), London, UK

March 2012-February 2013

Worked with the recording artist and Art Director to create and influence overall look through pre-visualization for music video. Resolved all final model assets and scenes using 3ds Max and Rhino. Achieved successful animation and rigging sequences with 3ds Max and Maya. I negotiated the Introduction of particle simulations for increased environment and water effects using Realflow, Krakatoa, and FumeFx. Worked independently as well as collaborated with outside professionals to improve and resolve issues in production.

Environment Artist, [Behavioral Sciences Department](#), University of Utah, Salt Lake City, USA

December 2009 - August 2011

Created assets in 3Ds Max and Rhino, texture and painting in Photoshop and 3Ds Max. Took direction from Professors to gather, create, organize, and work from reference data. Developed virtual environments such as modeling, creating shaders, lighting, baking textures and UV layout for rendering that could be used for experiments in an AVATAR vision suit. Create exact proportioned props and environments for the test subjects to feel at ease in the simulation. Worked independently as well as collaborated with Professors, AVATAR programmers and engineers to improve system performance, troubleshoot problems, and resolve issues or bugs.
