

SUMMARY	Fast, experienced, and detail-oriented 3D artist with strong roots in traditional art, a working understanding of the entire game production pipeline, and a superb work ethic.		
TOOLS	Maya Mudbox Photoshop Unreal Engine 3 and 4	Unity Engine Infernal Engine XNormal 3DS Max	AfterEffects ZBrush CryEngine Nvidia Physx DCC
SKILLS	<p>3D Modeling – Hi-res and lo-res. Hard surface and organic shapes.</p> <p>Sculpting – Hard surface and organic shapes. Setting up map transfers for normals, AO, etc.</p> <p>Texturing – Hi-res and lo-res.</p> <p>Shaders – Mental Ray, Unreal Engine 3 and 4, and Infernal Engine.</p> <p>Lighting – Mental Ray and Unreal Engine 3 and 4.</p> <p>Optimization – Geometry and textures.</p> <p>Effects – Unreal Engine 3 and 4</p>		
EXPERIENCE	<p>Ultimate Spiderman: Web Warriors – <i>TV show, CG sequence; Brain Zoo</i> 2014 Modeled, sculpted, textured, shaded, and lit both regular Spiderman and the 2099 variant appearing in this episode.</p> <p>Iron Man and Captain America: Heroes United – <i>CG animated feature; Brain Zoo</i> 2014 Modeled, UV mapped, textured, and shaded the Taskmaster character and every shield, including Captain America's. I also made the robot arms used by the Hydra troopers and a specialized toon shader for all the moving props. Marvel has released the film on Amazon and iTunes.</p> <p>Pepe and Lucas – <i>CG animation; Brain Zoo</i> 2013 Modeled, UV mapped, textured, and shaded several high-res assets for a CG animated short, used to promote the company. "Pepe and Lucas" has since won a Platinum Remi for Best Animated Short.</p> <p>Dragon Bone Weapons – <i>Personal Project; Mod for 'Skyrim' PC game</i> 2012 Created original weapon models and textures and added them to Skyrim's game-world as useable assets. The complete pack was released Apr 8, 2012 on Steam Workshop and, as of this writing, has over 145,000 current subscribers.</p> <p>Star Wars Kinect – <i>XBox Game; Brain Zoo</i> 2011 Modeled, UV mapped and textured environments and props, then imported them into the Infernal Editor and created materials for them. I also aided my colleagues in working with the game engine.</p>		
EMPLOYMENT	<p>Human-Engine, Culver City, CA – <i>Senior 3D Generalist</i> 2014 www.human-engine.com Modeling, texturing and shading characters, creating and modifying assets in Unity Engine, cleaning up 3D scan data, retopologizing models, creating shaders for both Unity and Mental Ray</p> <p>Brain Zoo Studios, Van Nuys, CA – <i>Senior 3D Modeler and Texture Artist</i> 2011 - 2014 www.brainzoostudios.com Modeling, texturing and shading characters, props, and environments, and serving as a general game engine consult.</p>		
EDUCATION	<p>Ex'pression College for Digital Arts, Emeryville, CA 2008 - 2011 Bachelors of Applied Science in Game Art and Design Valedictorian, Dean's list, Alpha Beta Kappa Honors Society, Work displayed at GDC to promote the school.</p>		

REFERENCES

Vincent Bohossian – *Owner, Human-Engine*

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