

3D + 2D DIGITAL ARTIST

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Technical Skills

3D MODELING~ Maya, 3D Max, Zbrush, Topogun:

- Experience in low, realtime and high poly modelling, using a variety of techniques including: sub-d modelling. Poly modelling. High resolution sculpting

TEXTURING~ Photoshop, Ndo, Ddo, Substance Designer, Substance Painter:

- Hand painted textures that show appropriate form, lighting and material qualities.
- Creating details from bakes such as Object Space normals, curvature and Ambient occlusion from high polygonal bakes for enhanced realism.
- Painting on 3D objects directly with Blender, Zbrush and Substance Painter.

Work Experience

Goati Outsourcing ~ 3D Modeling and Texturing for real time environments

Zero One Animations ~ 2D Hand painted textures and 3D Modeling 2014-2015

Environment and Character Texture artist for Games. Maya and Photoshop.

League of Monkeys ~ 3D Texture Artist 2013

Environment Artist. Terrain texturing and assets - Nissan Racing Game

Zero One Animations ~ Retopology and 3D Max Modeler 2013-Present

Industrial 3d assets for interactive friendly environments - Addidas

JCG Hart ~ 3D Interactive artist for interactive architecture displays 2013-2014

3d architectural environments and furniture assets for interactive mobile devices

Freelance pacocasares.com 2012-Present • 3D Modeling for clients

Education

RMIT University ~ Bachelor of Design (Games) • GPA: 3.9 with High Distinction

References

Oberon Bradford

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Nick Hower

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