

## SENIOR 3D DIGITAL ARTIST

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### Work Skills

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- Dedication and great understanding on restrictions and timeframes
- Resourcefull at coming up with the best creative solutions for best quality
- Driven at coming up and learning new workflows, technologies and methodologies
- Motivated at working within timeframes while understanding scope and goal
- Loves to collaborate and learn from other fields while working with the art Director
- Passionate at learning diferent trades and becoming the best at them.

### Technical Skills

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Art : Environment and Prop Artist~ 3D Max, Maya, Zbrush, Topogun:

- Experience in low, realtime and high poly modelling, using a variety of techniques including: sub-d modelling. Poly modelling. High resolution sculpting
- Experienced in using both Physical Based Rendering or Legacy methods
- Understand and apreciate the overall scope of the art direction

TEXTURING~ Photoshop, Ndo, Ddo, Substance Designer, Substance Painter, 3D- Coat:

- 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.
- Detailing 3D assets with Zbrush and Substance Painter.

Concept Art~ Photoshop, Illustrator

Confident and Apt at creating graphics using pixel data or vector with design, function and beauty in mind

- Fantastic skills at Photoshop and Illustrator with iterative thinking in mind
- Great experience at working in a multiple number of projects both small and large in terms of scope and time.
- Confident at using photography and photo manipulation skills
- Enjoy creating thumbnails and concepts for ideas and design processes

## Work Experience

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Urban Circus ~ 3D Modeling and 2D Architecture Viz • Present  
Urban landscaping for Government projects

Goati Outsourcing ~ 3D Modeling and Texturing for real time environments 2015-2016

Tantalus ~ 2D Hand painted textures and 3D Modeling 2014-2015



Environment and Character Texture artist for **The Legend of Zelda: Twilight Princess HD**

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

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

## References

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