

Tyrone Evans Clark

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SUMMARY:

- Tyrone holds a bachelor's degree and has over 10+ years of experience as a Technical and 2D / 3D Game Artist.
- Currently, attending Full Sail University for a Master of Science degree in Game Design and is expected to graduate in 2024.
- Years of experience working with Art Outsourcing while collaborating with partners to maintain the artistic vision of the project.
- Responsible for creating virtual environments w/characters and animations for a wide range of AR scenarios in Unity/Unreal/PlayCanvas Editor.
- Experienced in creating 2D / 3D Content / Animations in PlayCanvas Game Engine and Unreal / Unity.
- He has experience in creating shader VFX(s) in Unreal & Unity / PlayCanvas Editor by using Python/PyMEL, C++, C#, and Kismet.
- He has done AR/VR Interactive Media with Scope AR and Unity Scripting / Unreal Blueprints.
- He has experience in creating high-end motion graphics / VFX (s) particles in Unity/Unreal Game Engines.

TECHNICAL SKILLS:

- Cinema 4D, Spark AR Platform, 3D Studio MAX, Maya, Alias Sub-D, Medium, Gravity Sketch, MotionBuilder, Havok Animation, Vray Rendering System, SketchUp, Houdini, Blender, CLO3D, Optitex, Browzwear, SketchUp, Form-Z, and Zbrush.
- Adobe Creative Suite, Mocha Pro, Nuke, Sketch, Photoshop, Camtasia, Kanzi, Illustrator, Captivate, Camtasia, and Storyline.
- Substance Designer, Substance Painter, Substance 3D Stager, CrazyBump, Unreal Engine, UDK, and Unity.
- Mudbox, AutoCAD, xNormal, Scope AR, UMG UI Designer, and UT3 Editor / UDK.
- Havok Animation, Granny, Morpheme (Real-Time Animation Middleware)
- freeD systems, CryEngine, Perforce, Excel, and DevTrack/TestTrack.
- Project Management Tools: Trello, Slack, Smartsheet, etc.
- UX/UI Software: Figma, Sketch, Miro
- PlayCanvas Editor (WebGL Game Engine)
- Creo Parametric, Wildfire 4
- Agile and Scrum (Framework for managing)
- Game Programming (Python/PyMEL, C++, C#).
- MEL (Maya Embedded Language) Scripting/Programming.
- GLSL Shaders (Game Engines)
- Unreal Engine Blueprints / Unity Visual Scripting
- Immersive Technologies: VR, AR, MR, & XR
- Web Services, Twitter Bootstrap, Ui Design, JavaScript Frameworks, XML, HTML5/6, CSS3/4, Angular.js, Kanban, SAFe, Jira, Rally, Shotgun, and XP
- Mobile Hybrid Frameworks (Ionic, React, etc.)
- Embedded Hardware Platforms: Android, AGL & QNX leveraging Qt 3D Studio
- Deep Knowledge of F2P Mobile/Social Market & Collectible Character / RPG Genre
- Social Media Platforms: TikTok, Twitter, Instagram, Facebook, Snapchat, etc.

PROFESSIONAL WORK EXPERIENCE:

Encore Las Vegas, Nevada

Apr 2023 – Present

Associate 3D Render Artist

- Utilized various 3D/2D design software such as Adobe Creative Suite, Photoshop, Maya, Blender, ZBrush, and Substance Painter / Designer to create deliverables by leveraging various digital art disciplines to match the appropriate output from line drawing to grey models to photo realistic.

- Demonstrated advanced skills with 3D design rendering tools, including 3DS Max, Cinema 4D, and Unreal/Unity Game Engines.
- Assisted in 3D renderings and venue ballroom models that support the overall vision of the event environment.
- Worked with members of the design team to develop concepts that are of excellent quality and executable within an appropriate timeframe and within budget parameters.
- Displayed knowledge of various visualization tools such as 360 Panorama.
- Focused on visualization software training such as Vivien, etc.
- Utilized a content database that houses a variety of set design collateral.
- Organized and maintained workstations to ensure efficient operation.
- Had to function properly within a big creative team.
- Specialized in entertainment / events and the meeting industry.
- Ensure deliverables meet the quality standards.
- Provided workload and effort information for the creative sales enablement activity dashboard to support aggregation of all relevant data.
- Contributed to continual updates of the content database for shared access with the creative sales enablement team.
- Worked within the proposal process and timelines.
- Kept hardware and software with regular current updates.
- Ability to translate direction from third party and adapt direction into design execution.
- Adhered to standard operating procedures for artwork deliverables, content organization and scope of work development.
- Adapted to Encore's Tools and Data Management platforms.

Zygot Miami, FL

Jun 2023 – Present

Sr. 3D Character Artist (Oct - Present)

- Created 3D Character Models for AAA Untitled Game.

Shadow - 3D Character Artist (Aug - Oct 2023)

- Made 3D Character Models for AAA Untitled Game.

Intern - 3D Character Artist (Jun 2023 – Aug 2023)

- Produced 3D Character Models for AAA Untitled Game.

Intern - QA Game Tester (Jun 2023 – Jun 2023)

- Tested, made recordings, and documentation for game bugs.

Ayo Games Miami, FL

Nov 2023 – Present

Lead 3D Character Artist

- Had to be skilled in a traditional 3D modeling package like 3DS Max or Maya.
- Proficient with digital sculpting in ZBrush / Blender or equivalent.
- Demonstrated a strong understanding of anatomy.
- Produced PBR materials and special shaders for characters in Substance / Photoshop and game engines.

Beckman Coulter Diagnostics Miami, FL

Apr 2020 – Apr 2023

Sr. 2D & 3D Artist / AR Developer

- Tested / made VFXs and 3D Assets in Spark AR Platform for Beckman's clients.
- Created virtual environments w/characters for a wide range of AR scenarios in Unity/Unreal/PlayCanvas Editor.
- Produced cel-shaded, PBR, and non-PBR assets while collaborating with the Art Director.
- Art Outsourced with Beckman's partners while creating documentation for external development.
- Prototyped and user tested UX/UI with Figma, Sketch, and Miro.
- Illustrated conceptual 3D Graphic Designs and 2D/3D Motion Designs with SketchUp, Camtasia, Alias Sub-D, and Blender / Adobe Creative Suite.
- Utilized Houdini's VFXs tools for Unity and Unreal Game Engines.
- Established UX/UI layouts and designs in UMG UI Designer.
- Animated and rigged characters in Maya / MotionBuilder / Havok Animation with Vray Rendering System.
- Maintained Characters' clothing genre styles with CLO3D, Optitex, Browzwear Software.
- Prototyped new pipelines for 2D / 3D Development by using C++/C# and Python/PyMEL.

- Made AR/VR Interactive Media with Scope AR and Unity Scripting / Unreal Blueprints.
- Created high-end motion graphics / VFX (s) particles with Houdini and Unity/Unreal Game Engines.
- Produced PFX/PBR textures (Substance Painter, Substance 3D Stager), models, sprite sheets, and animation systems.
- Authored GLSL Shaders for in-game assets.
- Optimized particle system LODs to increase in-game performance.
- Gave weekly updates of work-in-progress on Slack / Smartsheet.

GMR Marketing Milwaukee, WI

Apr 2021 – Aug 2021

Sr. VR 2D / 3D Designer & Technical Artist –Build VR worlds / 3D Experiences for Disney ESPN Summer X Games.

- Made customizable characters, clothing, and NPCs in the Unreal / Unity / PlayCanvas Game Engines.
- User Tested / created UX/UI in Figma, Sketch, and Miro.
- Created 2D and 3D Content (characters, NPCs, and other assets) / Animations in Spark AR Platform, PlayCanvas, and Unreal Game Engines.
- Used Havok Animation for lead characters advance animations.
- Designed 3D renderings / concept ideas and 2D/3D Motion Designs with SketchUp / Blender / Alias Sub-D / Adobe Creative Suite and Camtasia.
- Made complex VFXs for the game in Houdini.
- Produced UI elements with UMG UI Designer and Adobe Photoshop.
- Lead over Art Outsourcing while maintaining production with great quality work.
- Collaborated with external partners and vendors regarding game assets deliverables through Slack / Smartsheet.
- Provided high poly models for real-time performance counts.
- Textured assets with Adobe Photoshop, Substance Painter, and Substance 3D Stager workflows.
- Implemented purchased stock 2D / 3D assets into the game engine.
- Rigged 3D Assets with Maya (Python/PyMEL), Blender, Motionbuilder, etc.
- Optimized assets and animations (created in Havok Animation) for great VR experience/performance.
- Attended daily meetings while collaborating with Team Leads and other artists.

Qualcomm San Diego, CA

Nov 2019 – Apr 2020

Sr. 2D & 3D Artist / VR Engineer–

- Participated in Art Outsourcing with Qualcomm's outside partners / vendors.
- Formed 2D/3D Motion Designs with Blender / Alias Sub-D / Adobe Creative Suite and Camtasia for weekly meeting demonstrations.
- Designed UX/UI with Figma, Sketch, and Miro.
- Produced complex character animation systems in Havok Animation.
- Made UI/UX dynamic screens through UMG UI Designer.
- Created 3D garments for characters with CLO3D / Maya and Browzwear.
- Rigged Avatars with Maya / MotionBuilder for in-game usage.
- Animated characters with complex physics.
- Maintained 2D / 3D Game Assets pipelines by using C++/C# and Python/PyMEL.
- Provided levels/VFX(s) particles (created in Houdini) for clients AAA titles (VR/XR Games).
- Produced in-game particle VFX(s) for XR Apps.
- Iterated GLSL Shaders for 3D Worlds / Characters.
- Knowledgeable of in game/real-time/VR Optimization skills, testing, and debugging such as 3D assets polycount / dynamic baked lighting.
- Prototyping Snapdragon online applications/games in Unity/Unreal/PlayCanvas Editor.
- Manage weekly meetings with Technical Artist and engineers/designers in order to maintain the layout, content pipeline, and 2D / 3D Implementation in Spark AR Platform and Unreal/Unity.
- Worked with Team Leads to implement interactive objects and systems for VR applications.
- Created XR/VR 3D Environments in Unity / PlayCanvas Editor while using Qualcomm's SDK(s) and tools.
- Composing of 2D and 3D content/props to create visually stunning environments with SketchUp, Maya, Houdini, and Zbrush.

- Made shaders/textures for 2D / 3D assets with Substance Designer/Painter, Substance Stager, Zbrush, and Photoshop.
- Aid in 3D Assets development, design, UV layout, and texturing.
- Organized and added assignments to Shotgun/Jira and Trello.
- Developed Augmented Reality and/or Virtual Reality applications with Qualcomm/Vuforia(s) SDK or AR SDK in Unity and UE4.
- Frequently worked with an agile software development framework.
- Translated user needs into detailed design specifications; provide prototype and end-user applications and enhancement based on specifications.
- Performed analysis, programming, testing, debugging, and modifications of computer programs and hardware devices for complex software products (VR/XR Game Applications).
- Provided detailed, reusable product documentation.
- Developed SW applications that run on various embedded hardware platforms such as Android, AGL and QNX leveraging Qt 3D Studio.

Stageverse Los Angeles, CA

Aug 2018 – Aug 2019

Sr. VR 2D & 3D Technical & Artist / Engineer

- Brought together playable user's menus and buttons with UMG UI Designer software.
- Designed and prototyped animated UI/UX layouts in Figma, Sketch, and Miro.
- Made 2D/3D Motion Designs with Blender / Alias Sub-D / Adobe Creative Suite and Camtasia.
- Created some animated Stageverse's assets in Spark AR Platform.
- Kept the artistic pipeline workflow while Art Outsourcing with vendors / partners.
- Produced 3D Levels / VFX(s) for Unity/UE4/ PlayCanvas Editor with SketchUp, Maya, Blender, Houdini, and Zbrush.
- Made 2D / 3D Characters with complex animations in Havok Animation and along with detailed GLSL Shaders.
- Built bones and creative animations with MotionBuilder.
- Prototyped and experimented with new tools / software to increase productivity with C++/C# and Python/PyMEL.
- Simulated in-game character's hair and animated clothing with MotionBuilder.
- Develop 2D / 3D cloths for characters with CLO3D and Optitex.
- Maintained high-quality particle VFX(s) in Unity/Unreal.
- Optimized VFX(s) particle system LODs.
- Created a variety of in-game 3D graphic styles with Substance Designer/Painter, Photoshop, and dynamic lighting for AAA Title Games.
- Applied the proper UV layout, and texturing skills with Photoshop / Substance while creating 3D Assets that works well for VR Production.
- Guided engineers and design teams on VR projects/assets as far as optimizing content and art pipelines.
- Tested, deployed, prototyped, and optimized content / built-in tools with other 3D Artists in order to provide support for the art pipeline.
- Mastered the proprietary lighting system, 2D / 3D creation techniques, tools and systems in Unity/UE4 Game Engines.
- Refined and improved the 2D / 3D Asset pipeline productivity for the AVPro Player/Oculus Rift.
- Aided all VR Scenes to be performant on the GearVR , Oculus Rift, and the Go.
- Made the mood and atmosphere from concept art come alive in the VR & XR environments.
- Maintained projects' workflows with Shotgun/Jira and Trello/Slack.

UCLA - Recreation Los Angeles, CA

Jun 2018 – On Going

3D Computer Programming Instructor

- Taught students how to create 3D Models/Animations with Spark AR Platform, Havok Animation, Houdini, Alias Sub-D, SketchUp, Camtasia, Blender, Maya, MotionBuilder, Zbrush, and Substance for VR/XR apps/games.
- Trained students on game engines (Unity/UE4/PlayCanvas Editor) while using programming languages such as HTML, CSS, JavaScript, C++, C#, Python/PyMEL, and Node.js.
- Helped my students use their knowledge to Build their own websites from scratch and deploy to the internet with Unity/UE4.
- Monitored students while using VR/XR Gear such as the Oculus Rift, GearVR, and the Go.

Auggleworks Pomona, CA

May 2018 – Sep 2018

Sr. 2D & 3D VR/AR Artist / Engineer

- Prototyped complex UX/UI in Miro, Figma, and Sketch.
- Created complex menus with UMG UI Designer.
- Contributed to the 2D/3D Motion Designs which were created in Blender / Alias Sub-D / Adobe Creative Suite and Camtasia.
- Handled Art Outsourcing while clearly setting deliverables with partners.
- Produced 2D / 3D Environments/Props/Characters for game engines (Unity/UE4/PlayCanvas Editor) and Spark AR Platform with Houdini, Maya, SketchUp, Zbrush, Substance, and Photoshop.
- Provided character rigging, skinning, physics, and technical workflows for the creative team.
- Implement prototypes for 3D/VR Applications.
- Animated complex characters with Havok Animation / Maya / MotionBuilder/ Unreal Blueprints.
- Managed developers/artists about layout, 2D / 3D tool building, and optimization for VR/AR art pipelines with Python/PyMEL and C++/C#.
- Created 3D Content for Immersive (VR/AR/MR/XR) Demos and presentations with Game Engines.
- Implemented dynamic characters for game engines.
- Had creative direction and design over UV layout/texturing.
- Made unique GLSL Shaders for 2D / 3D Assets.
- Intuitive interaction and interface design for AR and VR controls.
- Worked closely with the engineering team for rapid prototyping and iteration.
- Aided teams with instructional and creative content.
- Created design specs for engineering teams.
- Designed creative 2D / 3D Characters / VFX(s) for mobile and web AR/VR projects with Unity/UE4.
- Maintained projects through Microsoft Teams and Slack.

STEM3 Academy Culver City, CA

Oct 2017 – Jul 2018

Digital Animation Teacher

3D Animation / Game Design Class:

- The 3D animation class is an introduction to basic animation principles and history, as well as creative and skill-based instruction in 3D computer animation for films and video games.
- Game Design is the next techy interactive field, and individuals of many professions and skill sets will benefit from understanding how to design for interactivity and new technology such as VR/AR & XR Development.

Possible Reality Los Angeles, CA

Jul 2017 – Oct 2017

Sr. VR/AR 2D & 3D Artist / Developer

- Created unique splash screens (UX/UI) with UMG UI Designer.
- Tested and user tested UX/UI layouts in Sketch, Figma, and Miro.
- Formed 2D/3D Motion Designs with Maya / Adobe Creative Suite and Camtasia.
- Developed 2D / 3D Environments, props, characters, and VFXs for Mobile/PC Games and Spark AR Platform with SketchUp / Houdini / Maya / Zbrush / Alias Sub-D / Substance.
- Occasionally arranged Art Outsourcing with outside vendors / partners.
- Made complex GLSL Shaders for in-game 2D / 3D Assets.
- Textured and UV layout assets with Maya, Substance, Zbrush, Houdini, and Photoshop.
- Partnered up with rendering engineers and technical artists to provide feedback, improve art pipeline, lighting techniques, 2D / 3D creation, tools, and workflows for Unreal/Unity/PlayCanvas Editor.
- Collaborated with creative direction, art direction, Immersive VR direction, and concept art to help design the look and feel of our VR 2D / 3D Environments / VFX(s).
- Applied my skills in art pipeline development to help build a unique story creation platform with C++/C# and Python/PyMEL.
- Maintain game optimization with creative tools while leveraging game engines (Unity/UE4).
- Design and implement advanced animation algorithms that push the limits for inverse kinematics, physics, behavioral animation, and procedural animation in game engines (Unreal/Unity) and Havok Animation.
- Worked closely with other programmers, artists, designers, and storytellers to design and develop even more cool new features into our VR story creation sandbox for Vive and Oculus.

- Contribute original ideas towards all aspects of production and development through Shotgun//Scrum and Slack.

Storymind Entertainment Kyiv, Ukraine

Jun 2017 –May 2018

Sr. 3D Environment / VFX Artist

MY EYES ON YOU (XBOX ONE, PC, PS4)

- Created 3D Assets / VFX(s) for AAA Title Game.
- Build functional demos/prototypes to effectively communicate interaction and design ideas.
- Had In-depth knowledge of 3D production pipeline, including modeling, texturing and rendering and associated programs while collaborating on multi-disciplinary teams.
- Produced complex 3D assets/Shaders using SketchUp, Maya, Alias Sub-D, Zbrush, Photoshop, and Substance.
- Managed layout, implementation, and optimization with Technical Artist/Engineers.
- Scheduled tasks & projects with Shotgun and Trello/Slack.
- Worked closely with Lead Artists to visualize and conceive the look of the game/level in Unity/UE4/PlayCanvas Editor.

Greenhaus GFX Culver City, CA

Dec 2017 – Jan 2018

Sr. 3D CGI Artist / Freelancer

Reverie (Television Series)

- Created CGI/3D trinkets, furniture, ballet shoes, sea rocks, and etcetera for the TV Show "Reverie" in Cinema 4D.
- Had to work with the Executive Creative Director on a per-project basis.
- Regularly updated Scrum/Shotgun relating to assets.

Midnight Oil Burbank, CA

Apr 2017 – May 2017

Sr. 3D Artist / Freelancer

Activision (E3 Expo)

- Had to be proficient in the 3D software programs such as SketchUp and Form-Z.
- Composite E3 Expo Videos in After Effects & Mocha Pro and Camtasia with VFX(s).
- Created 3D POP render displays for their two clients Activision and E3 Expo.
- Produced 3D boxes along with exploded package views and non standard structure related projects.

Remote.com Palo Alto, CA

Dec 2016 – Oct 2017

Lead 2D / 3D Generalist / Animator

- Produced 2-D and 3-D assets / characters for various clients in the entertainment industry on a per-contract basis.
- Developed prototypes with Unity or Unreal Game Engines / PlayCanvas Editor.
- Tracked shots and assets with Shotgun as they move through the pipeline for production.

Outsource.com Palo Alto, CA

Sep 2015 – Dec 2016

Sr. 2D & 3D / VFX Artist (Graphics)

- Provided a range of models, textures, animations, 2D/3D Motion Designs, HUD / Ui Templates, media content (Unity, UE4, Storyline, Camtasia) and consultations relating to video game development & media advertisement to various clients on a per-contract basis.
- Optimized performance in game engines with creative tools/pipelines C++/C# and (Python/PyMEL).
- Aided teams and along with project due dates on Shotgun/Scrum/Rally and Slack.

Visionaire77 Los Angeles, CA

Sep 2016 – Nov 2016

Sr. 3D Graphics / VFX Artist Freelancer

- Created 3D photorealism graphics and 2D/3D Motion Designs with SketchUp/ Camtasia and Maya / Substance / Adobe Creative Suite.
- Produced artwork that was used to wrap building exteriors, stairs, & interiors.
- Built User Interfaces for apps with Unity, UE4, PlayCanvas Editor, and Kanzi.
- Must have strong knowledge of 3D software; SketchUp, Autodesk Maya, Blender, 3ds Max, Mental Ray, and Zbrush.
- Produced digital VFX (s) assets with Storyline, Mocha Pro, & Cinema 4D.
- Guided teams to understand VR/XR Development Pipeline.

Razor Edge Games Gilbert, AZ**Sep 2016 – Jan 2017****Sr. 3D Environment / VFX Artist Freelancer****Epocalypse The Afterfall (PC)**

- Designed 3D Environments/Props for PC Game with Maya, Zbrush, Substance, and Photoshop.
- Textured/painted models for a far post-apocalyptic world environment with a very real believable style and look.
- Had to understand tools/pipelines workflow for AAA Titles.
- Cooperated with Art Team Lead, Texture Team Lead, and QA to create game assets as directed.
- Practiced in-game optimization for 3D Assets.
- Provided detailed UV layouts with PBR textures/shaders.
- Had to work in Substance Designer & Painter.
- Created shader VFX(s) in Unreal & Unity / PlayCanvas Editor by using Python/PyMEL, C++, C#, and Kismet.

Oxford Park Exchange New York, NY**Feb 2016 – Mar 2016****Sr. 3D Modeler & Designer Freelancer / Contract**

- Had to develop original footwear for an independent label.
- Practiced the fundamentals of footwear construction.
- Made concept art with Adobe Suite, Storyline, and Maya.
- Conceptualized the shoes' designs in Mocha & Cinema 4D.
- Modeled and textured Hi-Res shoes in Zbrush/Maya.
- Produced in game menus for shoes in Unreal with custom scripting language known as “UnrealScript” and Kanzi.

Destination Chic Interiors Brooklyn, NY**Sep 2015 – Nov 2015****3D Modeler Freelancer / Contract**

- Every 3D Model had to match exactly with the original sample in terms of; view [perspective], finish, proportion, shape, and height.
- All of the 3D Model's proportion and dimension had to be accurate before the final submission.
- Each 3D Model had to be sent with one render using their fabric swatch to confirm the quality.
- Assets had to be displayed in front of the client in the form of a VFX(s) Video (Cinema 4D).
- Created menus for the assets with C++ Plug-ins and Maya/Unity.

Disney Interactive Glendale, CA**May 2015 – Jul 2015****QA Game & Live Services Tester Freelancer / Contract****Disney Infinity 3.0 (Xbox 360, PS4, Wii U)**

- Report, track issues, and verification of fixes for the Infinity's Website & console game.
- Work on numerous digital devices with other Testers, Lead Testers and Supervisors.
- Made content for Infinity's Website with Captivate and Storyline.

Pantera Entertainment Porter Ranch, CA**Sep 2010 – Oct 2011****3D Environment / VFX Artist****Roller Coaster Rampage (PC, PS3)**

- Modeled props by using Maya, Blender, and 3DS MAX.
- Textured assets by using Photoshop and Zbrush.
- Produced in-game assets for the HiOctane and Boardwalk Zones.
- Practiced creative prototyping with assets/concepts.
- Created in game plug-ins with Python/PyMEL.
- Used Scrum for communication with other team members.

Bedlam Games Toronto, Canada**Feb 2011 – Aug 2011****3D Environment / VFX Artist****Dungeons & Dragons: Daggerdale (PC, Xbox Live, PS Network)**

- Had to Model, texture and create collisions in 3D for game environments.

- Worked closely with Programmers and other departments to ensure art assets are fully optimized for target platforms while minimizing any impact on artistic integrity of assets.
- Participated in R&D of new techniques to implement into the Maya & Programming (Python, C++) production pipeline.
- Ensured that the artistic style is consistent with the defined visual style for the game.
- Practiced fast prototyping with short deadlines.
- Used Scrum/Jira tools for production workflow.

Jastec Studios Santa Monica, CA

Jul 2010 – Mar 2015

Sr. 2D & 3D Environment / VFX Artist

Pushing Up Daisies (iOS)

- Modeled 3D props by using Maya, Blender, and 3DS MAX.
- Worked with engineers/designers to maintain layout, implementation, and optimization of 3D assets.
- Iterated on an existing tool set to improve the pipeline in After Effects, Unity, UE4, and Maya with Python/C++.
- Created UV layouts, textures, and shaders with Zbrush, Photoshop, and Maya.
- Organized assignments/tasks on Shotgun.

9K9 Interactive / Rareform Pictures Los Angeles, CA

Jun 2010 – Oct 2010

Sr. 3D & VFXs Artist

Wallenda (Film) / WWE SmackDown vs. Raw 2010 (PS3, Xbox 360)

- Produced 3D Assets for AAA Title with Maya/Substance.
- Composite scenes with VFX(s) in Nuke.
- Modeled 3d assets and edited scenes for the film Wallenda.
- Retouched photos and images by using Photoshop.
- Tracked work and optimization techniques through shotgun.

Game Wizards Santa Monica, CA

Sep 2009 – Feb 2010

3D Environment / VFX Artist

Exodus (PC)

- Modeled, exported, and imported assets for the game engine Unreal (UDK).
- Created environment art from simple mass-out to finished in-game artwork with Maya, Zbrush, and Photoshop.
- Implemented and optimized in-game assets for PC Game.
- Demonstrated creative assets in game and UV Mapping & custom texturing.
- Brainstormed concepts/ideas with multi-disciplinary teams.
- Submitted progress of assets through Scrum/Google Docs.

Luxoflux Santa Monica, CA

Nov 2008 – Apr 2009

3D Environment / VFX Artist

Transformers: Revenge of the Fallen (PC, PS2, PS3, Xbox 360, Wii, DS)

- Created believable, photo-realistic 3D models and textures from concept art and photo reference with Maya/Zbrush.
- Implemented delicious shaders along with animated particle emitters with Unreal Kismet & C++ (Unreal Game Engine). Assembled, edited, and optimizes highly detailed 3D environments.
- Troubleshoot technical and artistic issues.
- Communicated effectively with team members, production, and management to ensure those project goals are met.
- Added assets to Jira/Shotgun on a weekly basis.
- Made delicious UV layouts and good shaders for games.

Bizarre Creations Liverpool, United Kingdom

Jan 2007 – Mar 2008

3D Environment Artist Freelancer /

Contract

The Club (PC, PS3, Xbox 360)

- Had to be very skillful in experience in modeling and texturing natural elements using 3ds Max, Maya, and Photoshop.

- Produced animated foliage, dirt, and dust in the Unreal Engine with Python, C++ and Kismet.
- Understood how to create terrain and foliage that works well in the game engine.
- Must have basic knowledge of form, shape, structure, and silhouette in regard to modeling.
- Superior eye for light, shade, color, and detail in creating textures and shaders for 3D Assets.
- Aided engineers/artists on tools and pipelines.
- Established assets progress through Scrum.

EDUCATION

- Full Sail University – Miami, Florida
Master of Science in Game Design
Expected to graduate in 2024

- The Art Institute of California – Los Angeles
Bachelor of Science in Game Art & Design 2010

