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Objective

To obtain a position as a 3d Artist.

Qualifications

- Extensive Maya experience for Modeling and Animating
- Highly comfortable with Zbrush to sculpt, color and generate Maps.
- Extensive experience in Photoshop for texturing and other graphical work.
- 3d Studio Max, Adobe Premier, Illustrator, Macromedia Flash, Dreamweaver
- Level Editing tools : Unreal Engine, Source Engine
- Languages: C++, actionscript, unrealScript, html, css, mel script

Skills

- Character Animation.
- Character and Environment modeling, sculpting, Character setup, lighting, texturing.
- Traditional and digital drawing and painting skills.

Experiences

CG Artist - Bardel Entertainment "Planet Sheen" TV animated series, 2010- 2011

- Produce high quality textures for character, prop and environment models.
- Responsible for creating character and prop models base on a rough concept.
- Skinned and rigged models for animation

Senior Animator / 3d Artist- Colour Media Inc., "Pocket Universe" animated series, 2008 - 2010

- Responsible for revising and delivering high quality animation.
- Produce industry quality characters and props based on reference images and concepts.
- Skinned and rigged character for animation.

Freelance 3d Artist- Monkey Paw Media, 2008 -2009

- Rigged Characters specific for wii game consoles.
- Modeled and rendered realistic props for advertisement.

3d Artist - Project H.U.N.T, Valve Source Mod, 2007- 2008

- Created Concepts that fit design specifications.
- Modeled, textured and skinned industry quality characters.
- Created Posters and web page layout.

Education

The Art Institute of Vancouver - **Game Art & Design Diploma**, June 2008

Art Instruction School (correspondence) - **Blue Ribbon Art Award**, October 2005

References are available upon request.