
3D Artist Resume

Job Objective

Use my creative skills to obtain the job of a 3D Artist.

Highlights of Qualifications:

- Excellent experience in developing models and textures with help of Maya
 - Sound knowledge of gaming fields and trends
 - Profound knowledge of various tools and pipelines
 - Ability to adapt to new software and trends
 - Ability to coordinate with 3D level artists for various projects
 - Proficient in 3D Studio Max and 2D paint packages
 - Familiarity with Zbrush, animation, VFX, concept drawing, traditional art mythology, UV unwrapping and basic modeling
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Professional Experience:

3D Artist
Neoscape, Inc., Rock Island, IL
August 2012 – Present

Responsibilities:

- Coordinated with art director to complete various 3D projects for different levels.
- Administered various tasks and ensured optimal quality of processes.
- Maintained accuracy of visual elements as per Art Director requirement.
- Communicated with art director and team and maintained knowledge of 3D assets.
- Provided training to junior artists and staff members for 3D activities.
- Maintained technical knowledge for various different aspects of project.

3D Artist
Schawk, Inc., Rock Island, IL
May 2009 – July 2012

Responsibilities:

- Determined appropriate quality and content in coordination with 3D art team members.
 - Monitored efficient working of staff members and ensured compliance to quality standards.
 - Assisted in production and designed appropriate schedule and timeframe for projects.
 - Coordinated with internal and external art teams and ensured appropriate quality.
 - Maintained new and emerging technologies in 3D field.
 - Participated in various discussions and assisted to resolve 3D related issues.
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Education:

Bachelor's Degree in Fine Arts
Cumberland County College, Vineland, NJ

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