

Gerald Hardin

3D Character Artist and Texture Artist

2842 Nina Street, Pasadena, CA 91107

Portfolio : www.tunnel-vision.net

Email : Gerald@tunnel-vision.net

Summary

Highly driven character artist with a passion for producing rich and dynamic characters. Articulate communicator with strong collaborative mindset. Organized and professional with high level of quality and keen sense for problem solving.

Technical Proficiency

- Autodesk Maya®
- Pixologic Zbrush®
- Adobe Photoshop®
- Epic Unreal Developer Kit®
- Epic Unreal Engine 4®
- Autodesk 3ds Max®
- Adobe Dreamweaver®
- xNormal®
- Pilgway 3DCoat®
- Adobe After Effects®

Skills

- Able to sculpt high resolution meticulously detailed models and optimize them for game use
- Strong understanding art elements and principals used to make work visually appealing
- Excellent communication and organizational skills
- Able to work under tight deadlines and maintain high degree of quality

Experience

Digital Hearts, USA

Ace Combat Infinity

QA Tester

April 2014 - Present

- Feature testing for single and multiplayer modes
- Reporting bug and other unwanted behavior to developer
- Help determines item and economy scalability

Freelance 3D Artist

Various Projects

Clients include: *Goodby Silverstein & Partners, MogoTXT, Full Draw Studios*

August 2012 - Present

- Created realistic character sculpts for 3D printing
- Rigged and animated various MLB player likenesses for unreleased mobile game
- Created game ready stylized characters for mobile action board game

Electrified Games

Duck Dynasty: The Game

Environment Artist

October 2012 - April 2013

- Modeled, textured, and rendered high and low poly environment assets
- Worked with Art Director to create concept art and digital illustrations

Education

Ex'pression College for Digital Arts

BASc. Game Art and Design (*Valedictorian*)

January 2010 - July 2012