ROBOT RIOT

JOHN PARK
3D ARTIST

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SKILLS

- High-poly/Low-poly modeling & sculpting
- Efficient UV mapping
- High quality texture creation
- Experience with development pipeline and integration
- Knowledge in IOS/Mobile gaming engines
- Ability to collaborate within a team environment
- Experience providing creative direction and constructive criticism

SOFTWARE

Autodesk Maya	Autodesk 3DS Max	Shader Forge
Pixologic Zbrush	Autodesk Mudbox	Adobe Illustrator
Adobe Photoshop	Topogun	Adobe After Effects
Headus UV Layout	XNormal	Libgdx Particle Editor
3D Coat	Knald	Perforce
Unity	Marmoset Toolbag	GIT
Substance Painter		

EXPERIENCE

SGN (Palo Alto) - 3D Artist
MAY 2015 - AUG 2016 | Palo Alto, CA
- Created environment, buildings, and props prefabs for Unity engine
- Constructed high poly mesh sculpts and retopologized to create low poly game assets
- Generated UV maps for texturing
- Produced high quality texture maps
- Ensured assets are optimized and meet technical specs for proper implementation
- Created custom shaders for environmental effects and characters
- Collaborated with engineering, game design, and producers to assist with gameplay realization

Kiwi Inc. - 3D Artist/VFX Artist
MAR. 2013 - MAY 2015 | Palo Alto, CA
- Created and implemented environment and character assets
- High/Low poly modeling
- Created all character ability VFX as well as UI/UX VFX using the Libgdx & Shuriken particle system
- Handled integration of characters/weapons/abilities into the game
- Telecommunicated with overseas engineers to ensure assets met specific design specifications
- Provided creative direction and feedback to junior artists

SiXiTS Inc - 3D Artist
JAN. 2012 - MAY 2012 (5 MONTHS) | Novato, CA
- Assisted production of 3D characters and props for Unity game, targeting IOS/Android platforms
- Modeled, UV mapped, and textured game assets
- Worked with concept artists, riggers, and animators to ensure assets met game engine guidelines

Itsy Bitsy Stories - 3D/UI Artist
AUG. 2011 - DEC. 2011 (6 MONTHS) | Oakland, CA
- Modeled and textured characters/props
- Created UI elements for use in a storybook mobile app
- Assisted with the implementation of core 3D/UI assets

EDUCATION

Academy of Art University, San Francisco, CA
Bachelor of Fine Arts, Animation & Visual Effects