

GARRETRANDELL



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780.996.9230
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Skills

- Adept at using Photoshop to create textures for 3D Models from photo reference and by hand.
 - Able to create high and low poly characters and objects based on concept art and specifications needed.
 - Able to multitask and prioritize in a fast-paced work environment.
 - Good drawing skills to draw out ideas and aid modeling.
 - Strong organizational skills such as documentation, naming convention and file structure.
 - Excellent team skills, eager to share ideas and work together to solve problems.
 - Works well in a high-stress environment. Ability to maintain focus and remain goal oriented under pressure and in stressful situations
- Maya
 - zBrush
 - Photoshop
 - xNormal
 - UDK
 - Unity Engine
 - Source Engine

Education

Art Institute of Vancouver, Vancouver BC

June 2010 - June 2012

- Modeling for Animation and Games Diploma

Employment History

Artist, Radial Games (Pixels at Dawn)

Jan 2014 - Feb 2014

Vancouver, BC

- Responsible for concepting possible styles for the game
- Created placeholder 3D assets in Maya
- Imported assets to Unity 3D
- Created particle systems in Unity 3D

Artist, Skunkwerks Kinetic Industries (MEG: RVO, iPad)

Sept 2012 - Nov 2013

Vancouver, BC

- Created most non-organic models, then rendered in-game assets
- Animated non-organic models such as vehicles and sci-fi equipment
- Minor concept work for assets
- Created promotional art assets for web and print
- Created majority of particle animations in the game
- Worked closely with another artist, art director, designers and an implementation programmer