STEPHEN PATRICK YTUARTE

CHARACTER_ARTIST

RESUME_

OBJECTIVE

To gain experience in a collaborative professional environment and develop my skills as a CG Artist.

EDUCATION

Academy Of Art University, San Francisco
Bachelor of Fine Arts in Animation and Visual Effects / December 2007

EXPERIENCE

Black Point Studios : Contract_3D Artist August 2008 - Present
_Hi and low poly Character Modeling & Sculpting
_Hi Rez Texturing {Diffuse, AO, Spec, Alpha, Normal}
{WWE Smackdown Vs Raw 2009 XBOX 360 & WWE Legends of WrestleMania}
_Low poly Environment & Prop Modeling
_Low Rez Environent & Prop Texturing
{Unannounced Iphone game}

etrinitee Web Worx : Freelance_Artist March 2008 - Present
_Character and Creature Concept Design and Turnarounds
_Hi poly Character and Creature Modeling & Sculpting
{3D Mascots and Avatars for Social Network Website}

Collaborative AAU Game Project : June 2006 - December 2006
_Character design and modeling

SOFTWARE

Maya, Silo, Mudbox, Zbrush, UV Layout, Topogun, Bodypaint 3D, Photoshop

SKILLS

Modeling {Hi and Low poly Character, Prop, Creature, and Low poly Environment}
Sculpting {Digital and Traditional}
Texturing {Photo-Derived, HandPainted, Diffuse, Specular, Alpha}
Rendering {Normal map, Ambient Occlusion}
Resurfacing and Retopology
UV Generation
Character and Creature Concept Design and Turnarounds

INTERESTS

Analog and Video Games, Drawing, Writing,
Paranormal phenomena, Martial Arts

HONORS

Academy Of Art Presidents List

REFERENCE

Available upon request

CONTACT_

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