

# VICTORIA JEFFREY

## 2D/3D Artist

Expeditious 2D/3D Artist with experience in asset creation from concept to final product. Strong understanding of form and human anatomy from a comprehensive traditional art background. Self-motivated and skilled at accurately acting on direction and critique.

## Relevant Skills

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|----------------------|-------------------|
| · 3Ds Max            | · Modeling        |
| · ZBrush             | · Lighting        |
| · Substance Painter  | · Texturing       |
| · Substance Designer | · Unwrapping      |
| · Marvelous Designer | · Optimization    |
| · Photoshop          | · Anatomy         |
| · Unity              | · Traditional Art |
| · Unreal Engine      | · Time Management |

## Employment History

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3D Artist: *Hit Point Press*

April 2021 - Present

- Illustrated four pieces for *Hit Point Press'* book "Creatures and Curios" with pleasing composition and careful attention to color theory with Photoshop
- Sculpted and posed detailed organic and mechanical forms for *Hit Point Press'* "Humblewood" and "Big Bads" projects in ZBrush through comprehensive knowledge of human anatomy
- Managed personal schedule and directed contractors to support complex 3D print projects, such as *Hit Point Press'* "Big Bads", to specification and on deadline

3D Artist: *WGames*

April 2020 - October 2020

- Efficiently optimized, modeled and textured multiple assets in 3Ds Max and Photoshop for *WGames'* project "Jackpot Planet" on mobile platforms
- Imported, assembled, and placed assets such as landmarks, trees, and cars in pleasing compositions in Unity
- Proactively troubleshoot scenes to avoid collision issues with auto generated topology, to optimize levels to reduce lag, and to ensure customer satisfaction

Freelance 3D Artist

December 2019 - April 2020

- Efficiently modeled characters for *Hit Point Press'* "Heckna" project in 3DsMax and ZBrush for 3D Printing
- Modeled and unwrapped original characters for an animator to use in their portfolio with later stages of production in mind

3D Character Artist: *Kindly Beast*

June 2019 - October 2019

- Efficiently modeled and optimized multiple assets in 3Ds Max and ZBrush for PC and mobile platforms
- Devised and implemented a new texturing work-flow utilizing Substance Painter for *Kindly Beast's* Project "Bendy and the Dark Revival"
- Created and adapted 2D concepts, utilizing Photoshop, into optimized 3D character models for *Kindly Beast's* project "Bendy in Nightmare Run"

3D Artist: *Starboard Games*

April 2018 - June 2019

- Assembled assets, lighting, and collision for the Basement level in *Starboard Games'* project "INT" in the Unity Game Engine
- Created multiple attractive tiling textures in Substance Designer utilizing a PBR work-flow for *Starboard Games'* project "INT"

Lighting Artist: *The Animated Cartoon Factory*

2017

- Created realistic lighting scenarios for 3D environments in V-Ray and Maya for the *Animated Cartoon Factory's* project "You Bet Your Life"

## Volunteer Work

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3D Artist: *Treasured*

December 2019 - May 2020

- Assembled assets, materials and LODs in the Unity Game Engine
- Created and adapted 2D concepts, utilizing Photoshop, into optimized 3D character models such as the curator for *Treasured's* interactive family museum project

## Education

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3D Animation, Art and Design : *Humber College*

2015-2017

## References

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Brendon Bauman: *Art Director, Kindly Beast*  
Toma Feizo-Gas: *Art Director, Kindly Beast*  
Eduarda Mariz: *Lead 3D Artist, WGames*

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