

VICTORIA JEFFREY

3D Artist

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

Relevant Skills

- 3Ds Max
- Maya
- ZBrush
- Substance Painter
- Substance Designer
- Marvelous Designer
- Photoshop
- Unity
- Git
- Modeling
- Lighting
- Texturing
- Unwrapping
- Optimization
- Implementation
- Anatomy
- Traditional Art
- Time Management

Employment History

Remote 3D Artist: *WGames*

April 2020 - January 2021

- Efficiently optimized, modeled and textured assets in 3DsMax and Photoshop for mobile platforms
- Implemented assets and created attractive compositions in Unity
- Redesigned Landmarks in the WGames art style
- Capably created and merged branches in Git to update projects

Freelance 3D Artist

January 2020 - Present

- Modeled and prepared assets in 3DsMax and ZBrush for 3D Printing
- Created and adapted 2D concepts, utilizing Photoshop, into detailed 3D character models

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
- Created and adapted 2D concepts, utilizing Photoshop, into optimized 3D character models

Remote 3D Artist: *Starboard Games*

April 2018 - June 2019

- Modeled and optimized multiple assets in 3Ds Max and ZBrush for PC platforms
- Assembled assets, lighting, and collision in the Unity Game Engine
- Created multiple attractive tiling textures in Substance Designer utilizing a PBR work-flow.

Lighting Artist: *The Animated Cartoon Factory*

2017

- Created realistic lighting scenarios for 3D environments in V-Ray
- Economized renders while maintaining expected professional quality
- Regularly and clearly communicated progress and challenges with director

Volunteer Work

3D Artist: *Treasured*

December 2019 - Present

- Modeled and optimized multiple assets in 3Ds Max and ZBrush for PC platforms
- Assembled assets, materials and LODs in the Unity Game Engine
- Created and adapted 2D concepts, utilizing Photoshop, into optimized 3D character models

Education

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

2015-2017

References

Brendon Bauman: *Art Director, Kindly Beast*

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Toma Feizo-Gas: *Art Director, Kindly Beast*

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Eduarda Mariz: *Lead 3D Artist, WGames*

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