

# Bun Iv

El Dorado Hills, CA · bun.iv3d@gmail.com · 619.995.5292

## Software

Autodesk 3ds Max and Maya, Substance Designer and Painter, Adobe Photoshop, Lightroom, Unreal Engine, Z-Brush, Marmoset Toolbag, xNormal, Quixel Suite, V-Ray, Corona Renderer, Cura (3d printing)

## Skills

3d modeling low and high poly models, UVW unwrapping, Physically-Based Render (PBR) and PBR materials/texture maps, V-Ray/Corona materials, lighting and rendering, photography, photo editing and manipulation

## Work Experience

Freelance Artist

### **3D Artist**

*2015 – Present*

- Working with clients in creating prototype products for 3d print and renders
- 3d model various assets from vehicles to small objects
- 3d print production quality models using Ultimaker 2 and Cura
- Managing and organizing inventory

Contract Artist for Evox Images

### **3D Vehicle Artist**

*2014*

- 3d modeled vehicles with high detail and realism
- Worked with Outsourcing Manager in setting new standards

Evox Images – Rancho Dominguez, CA

### **3D Artist**

*July 2011 – June 2014*

- Drove quality standards for outsourced vehicle models and incorporated necessary changes
- Led a small team in several projects that met customers specification
- Created and documented improved workflow resulting in increased throughput and higher quality models
- Worked with team members in finding smart solutions to complex problems

Action Mobile Games – Worked Remotely

### **Environment Artist**

*May 2011 – July 2011*

- Created environments and assets to achieve a specific style for mobile game
- Created texture sheets to be used throughout the game environment
- Managed assets for different sections of the game
- Optimized assets and came up with ideas, resulting in an improved workflow

Shilo – Qualcomm Uplinq Conference 2011 – La Jolla, CA

### **3D Artist**

*May 2011*

- Created a tool kit within a team which streamlined workflow
- Created custom materials to be used in different 3d assets
- 3d modeled and animated multiple objects for different scenes

Shilo – SyFy Network – WWE Smackdown Promo – La Jolla, CA

### **3D/Texture Artist**

*August 2010 – September 2010*

- Worked on multiple projects and completed all assets in a timely manner that met customer satisfaction
- Used leading-edge 3d software to output broadcast-ready materials
- 3d modeled organic and hard-surface assets used in multiple scenes

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## **Creative Experience**

Sony Online Entertainment (SOE) Mentorship Program – San Diego, CA

### **Environment Artist**

*January 2010 – June 2010*

- Set the tone of art style for modeling team
- Developed fantasy realism assets to meet SOE guidelines
- Created a playable world with team members that was unified and optimized for game engine

## **Education**

The Art Institute of California – San Diego, CA

**Bachelor of Science – Game Art and Design**

*June 2010*