

CORDELL FELIX

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OBJECTIVE

Obtain a position as a Senior Environment Artist and be involved in creating new innovative video games.

STRENGTHS

- Absolute passion for video games and video game creation
- Desire to learn new techniques and technology
- Strong understanding of 3D modeling and texturing
- Art-Team and Asset Management
- A good eye for color, form, composition, shape, value, structure, and silhouette

SOFTWARE

- Autodesk 3ds Max
- Autodesk Maya
- Adobe Photoshop
- Pixologic Zbrush
- Substance Painter
- Quixel Suite
- Frostbite 3 Engine
- Unreal Engine 4
- Headus UVLayout

SKILLS

- High-Poly modeling
- Low-Poly modeling
- Digital Sculpting
- Environment modeling
- Texturing, UV Mapping
- Texture Baking
- Level Design
- World Building/Set Dressing
- Lighting and materials

EXPERIENCE

3d Environment Artist, Blind Squirrel Games

July 2015 - Present

- Responsible for full level art and design with gameplay in mind.
- Inject story into environments through world building, set dressing, and lighting.
- Model and texture assets and environments.
- Model and texture weapons and vehicles.

3d Environment Artist, Electronic Arts - Visceral Games

April 2014 - July 2015

- Model and texture assets and environments with LOD's, custom collision, raycast, and multi-sub materials.
- World build to tell story through use of placing assets in both multi-player and single player environments.
- Create high fidelity destructible assets and clusters with part linking or schematics for believable destruction.
- Edit existing models in game: LOD's, geometry up-res, texture up-res, optimization.

Instructor, Art Institute of Hollywood

August 2013 - April 2014

- Taught an extensive class on ZBrush and ZBrush techniques to create character models used for both games and film.
- Taught an advanced modeling and texturing class teaching hard surface 3d modeling and texturing techniques.

Art Lead/3D Artist, Plastic Piranha

March 2012 - April 2014

- Model and texture assets and environments.

Cinematic Artist/3D Artist for Games, Ember Lab

September 2011 - March 2012

- Create 3d models and textures for the use in film and game.

EDUCATION

The Art Institute of California - Orange County, CA

Graduation Date: December 2011

Bachelor of Science in Game Art and Design

GPA: 3.6