

Philip Hogg

3D MODELER, CONCEPT ARTIST

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philphogg.com

**Self-motivated and versatile game artist with passion for both 2D and 3D art.
Dedicated to producing quality art within project and team constraints.**

EXPERIENCE

3D Artist, Artifact 5

February 2016 - present, Montreal Quebec

Anamorphine (PC, VR, XBox)

- Created game ready assets and concept art
- Worked with the team to develop the level art and lighting

2D/3D Artist, Little Guy Games

August 2014 - October 2015, Toronto Ontario

The Last Sky (multi-platform title)

- Created game ready assets and concept art
- Animation and rigging
- Level art, lighting, effects

Art Director, Frontier UDK Environment Project

January - April 2014, Toronto Ontario

- Worked as art director, concept artist and prop modeler for a team of 10 artists
- Ensured project cohesiveness and high level of quality
- Responsibilities included: scene concept art, schematics for asset design, cinematic storyboards, modeling, unwrapping, baking and texturing assets

Freelance Artist

May - July 2013, Montreal Quebec

- Provided illustration and concept work for various clients

SKILLS

- Experience creating both PBR and hand painted textures
- High to low poly modeling/sculpting and baking
- Experience working with node based material editors
- Strong knowledge of anatomy, form, and colour
- Able to conceive of and convey ideas effectively through concept art and illustration
- Proficient in all areas of the art pipeline including rigging, animation, lighting, rendering, and optimization
- Versatile and self-motivated
- Able to collaborate with art director, designers and others to plan and prioritize work
- Able to follow feedback and ensure assets integrate with art direction
- Strong knowledge of 3DS Max, Zbrush, Unreal, Unity, Photoshop, Substance Painter, xNormal

EDUCATION

Graduate Certificate, Game Art and Animation

2013 - 2014

Seneca College, Toronto Ontario

- 3D Modeling, Texturing, Animation, Level Design

Bachelor of Fine Arts in Painting and Drawing

2010 - 2013

Concordia University, Montreal Quebec

- Painting, Drawing, Art History, Film Studies

Planning and General Studies

2009 - 2010

University of Waterloo, Waterloo Ontario

- Dean's Honour List

- Urban Planning, Architecture, Computer Science, Statistics