

Loraine Howard III
Seattle, Washington
Email: lorainehowardiii@gmail.com
Portfolio: www.polycrunch.com

SUMMARY of SKILLS:

- Senior Character/Texture Artist with 7+ years of professional experience
- Experienced with PBR art creation workflows and tools
- Excellent communication, interpersonal, organizational skills
- Collaborative team player with an artistic eye & solid layout skills, also gives and takes critique well
- Proactively seeks feedback regarding style, mood & functionality, as well as help coach team towards that vision
- Work with engineers and tech artist to help define the requirements for authoring tools, workflows, and pipelines

PROFESSIONAL EXPERIENCE:

ArenaNet, Bellevue, WA

August 2013 - Present

Character Artist

Projects: *GW2*, *Heart of Thrones*, and Unannounced titles

- Creating high-resolution character models in ZBrush
- Creating game-ready models including UV's, and textures using Maya, Photoshop, Substance Painter
- Paint weights, make blend shapes, fix QA bugs, Ship outfits and armors to the MTX store.
- Collaborating with designers, concept artists, effect artists and other teams to bring a shared vision to life

Art Bully Productions, Rosedale, NY

February 2013 - July 2013

Freelance 3d-Artist (contract)

Projects: Unannounced titles

- Created high-resolution character models, game ready models and textures for unannounced titles

Frictional Games, Skurup, Sweden

December 2012 - February 2013

Freelance 3d-Artist (contract)

Projects: *Soma*, *Amnesia: Machine for Pigs*, and Unannounced titles

- Responsible for a third of the hero characters, monsters, high and low textured models

Digital Extremes, London, Ontario

October 2012 - December 2012

Freelance 3d-Artist (contract)

Projects: *Star Trek*

- Responsible for props, guns, high and low textured models

Kabam, San Francisco, CA

July 2012 - September 2012

Freelance 3d-Artist (contract)

Projects: Unannounced titles

- Created high-resolution character models and vehicles, game ready models and textures for unannounced titles

Indigo Studios, ATL, GA

April 2012 - July 2012

Freelance Texture Artist, Hard surface Modeler (contract)

- Textured, Modeled, and Prepared Cad Vehicle files.

CCP Games, ATL, GA

2009 - 2011

Character Artist

Projects: *Dust 514*, *Eve Online*, *Incursion*

- Created high-resolution character models in ZBrush
- Created game-ready models including UV's, and textures using Maya, Photoshop

EDUCATION:

Savannah College of Art and Design, Atlanta, GA –

Bachelor of Fine Arts, concentration in computer animation and minor in painting

Graduation Date: June 2, 2007