

PHILIP SANCHEZ

3D Character Artist/Designer

PHONE: 818-518-4390

LINKEDIN: [linkedin.com/in/phil-sanchez](https://www.linkedin.com/in/phil-sanchez)

EMAIL: phil@philipsanchez.com

PORTFOLIO: philipsanchez.com

SUMMARY

- 4 years of experience designing, modeling, & texturing 3D characters
- Professional background in mentoring, resolving conflicts, & improving teamwork

SKILLS

- 2D/3D Concepting
- Digital Sculpting (Organic/Hard Surface)
- Modeling
- Retopology
- UV Optimization
- Texture Baking
- PBR Materials/Textures
- Lighting/Rendering

SOFTWARE

- Zbrush
- Modo
- Marvelous Designer
- Photoshop
- 3D Coat
- Substance Painter/Designer
- Keyshot
- Marmoset Toolbag

RELATED PROJECTS

“Game Ready Monsters” – Character Artist at Game Art Institute, 2017

- Designed, sculpted, & textured detailed, game-ready characters (+ additional high poly models)
- Contributed to environment of artistic growth by providing constructive feedback & encouragement

“Of Gods and Men” – Character Concept Designer at Brainstorm School, 2016

- Created multiple character designs (including ideation sketches, turnarounds, & “splash images”)
- Developed additional world building (history, religion, etc.) to keep designs functional & grounded

“Trolls of Midgard Trilogy” – Illustrator at Freelance Artist, 2014-2016

- Illustrated 3 book covers to communicate the author’s vision & help them reach a wider audience
- Developed composition thumbnails & character/prop designs, while regularly iterating on client feedback

WORK EXPERIENCE

WORK EXPERIENCE	Employer	Location	Date
Freelance Artist	Self-Employed	West Hills, CA	Jan. 2015 – Present
<ul style="list-style-type: none">• Helped authors develop & communicate ideas by designing assets/illustrations to complement their work• Reduced client stress by providing regular updates & suggesting ideas to save time & money			
Academic Trainer	OC Learning Center	Westlake Village, CA	Sept. 2013 – Present
<ul style="list-style-type: none">• Achieved an estimated client retention rate over 75% and helped improve average student performance to 3.0 GPA• Worked with dozens of students each day to improve motivation, communication, time management, etc.			
Substitute Teacher	OC Middle School	Westlake Village, CA	Feb. 2016 – May 2016
<ul style="list-style-type: none">• Supervised 2 classes of ~20 students each, providing direction & regular feedback on their work• Communicated project goals for class & mentored students struggling to complete those goals			

EDUCATION

EDUCATION	School	Location	Term
Character Creation for Games	Game Art Institute	Online	Summer 2017
3D Character Design	Brainstorm School	Burbank, CA	Fall 2016
Character Design	Brainstorm School	Burbank, CA	Summer 2016
Character Design II	Robotpencil	Online	Summer 2015
Character Design	Robotpencil	Online	Spring 2015
Biology, BS.	Westmont College	Santa Barbara, CA	May 2013
Business & Economics, BA.	Westmont College	Santa Barbara, CA	May 2013

--- INTERESTED? LET’S TALK! ---

818.518.4390 | phil@philipsanchez.com