

Paul Miller Jr.

Realtime VFX Artist /3D Character Artist

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PaulMillerArt.com

SUMMARY OF QUALIFICATIONS

- Young professional with a focus in real time VFX and character art with 3 years of working experience in the advertisement industry.
- Specialization in High poly/Low poly characters/assets for films and games
- Experience with fast turn around times and working on a team to meet a projected deadline
- Proficient with rigging and skinning
- Able to work with minimal input
- Ability to create a full production asset from an existing concept.

FORMAL EDUCATION

University of the Arts, Philadelphia, PA
BFA in Animation

Aug. 2009 – Jun. 2013

CONTINUED EDUCATION

- **Gnomon Online**
Hard Surface Modeling 1
10 week online course April 2015
- **Game Art Institute**
Character Creation with Jason Martin
12 week online course February 2017
- **Anatomy for Artists**
Scott Eatons
8 Week online course April 2017
- **VFX for Games**
Fabio Silva
8 Week online Course, February 2018

AWARDS AND PUBLICATIONS

- Addy – AAF Dallas 2018
 - Walo, Social Media Campaign - Bronze

TECHNICAL SKILLS

- Unreal Engine 4, Modo 11, 3ds Max, Maya,
- Substance Painter, Substance Designer, Photoshop CC
- UVLayout, Xnormals
- Zbrush, 3D-Coat

WORK EXPERIENCE

2D/3D Artist | Studio Tribe

Apr. 2015-Present.

Dallas, TX

Working closely with art directors and managers towards major production landmarks.

Developing new workflow techniques to speed up the pipeline.

Responsible for creating High Poly/Low Poly models and high resolution textures for production needs, to be used in final renders.

Learned various production techniques and software applications.

3D Scan Technician | GoFigur3d

Aug. 2014-Jan. 2015

Mesquite, TX

Creating and touching up high quality meshes for 3D Printing.

Working with various clients to suit their needs.

Animator/Character Designer | Chemical Heritage Foundation

Mar. 2013-May 2013

Philadelphia, PA

Keyed out character animations and cleaned inbetweens for 2D character and effects animation.

Designed the main character and helped maintain the look of the film.