

# PHILIP SANCHEZ

## 3D Character Artist/Designer

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**PORTFOLIO:** philipsanchez.com

### SUMMARY

3D artist with a passion for visual storytelling & 4 years of experience in the character art pipeline:

- Portfolio includes lo-poly, game-ready characters in a variety of styles/aesthetics
- Proven record of researching and problem solving a variety of issues
- Highly experienced in facilitating and improving teamwork via communication

### WORK EXPERIENCE

#### Present **Freelance Artist | Self Employed**

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- Jan. 2015
  - Designed & illustrated images/concepts for various clients, including cover illustrations for the "Trolls of Midgard" book trilogy
  - Collaborated with authors & iterated on their feedback to develop & visually communicate their ideas
  - Communicated regularly with clients to keep them updated them on project progress

#### Present **Academic Trainer | OC Learning Center**

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- Sept. 2013
  - Mentored 20-40 students each day to improve motivation, communication, time management, etc.
  - Helped improve average student performance to a 3.0 GPA
  - Provided encouragement & feedback for hundreds of projects, offering critiques/feedback to improve scores by 10-50%
  - Communicated regularly with supervisor & student parents, keeping them updated and solving problems before they become serious issues

#### May 2016 **Substitute Teacher | OC Middle School**

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- Feb. 2016
  - Taught groups of novices the "Fundamentals of Photoshop" over 3 months
  - Provided daily supervision, direction, & feedback to ~40 students
  - Communicated project goals to students & mentored individuals struggling to complete those goals

### EDUCATION

Summer 2017	<b>3D Character Creation</b>	Jason Martin	Game Art Institute	Online
Fall 2016	<b>3D Character Design</b>	Justin Fields	Brainstorm School	Burbank, CA
Summer 2016	<b>Environment Design</b>	Eytan Zana	GameArt Institute	Online
Summer 2016	<b>Character Design</b>	Trevor Claxton	Brainstorm School	Burbank, CA
Spring 2016	<b>Environment Painting</b>	Maciej Kuciara	Learn Squared	Online
Summer 2015	<b>Environment Design</b>	Kalen Chock	Robotpencil	Online
Summer 2015	<b>Character Design II</b>	Anthony Jones	Robotpencil	Online
Winter 2015	<b>Character Design I</b>	Anthony Jones	Robotpencil	Online
May 2013	<b>Business &amp; Economics, B.A. Biology, B.S.</b>		Westmont College	Santa Barbara, CA

### HARD SKILLS

- Sculpture
- Modeling
- Retopology
- UV Optimization
- Texture Baking
- PBR Texturing
- Lighting/Rendering
- Concept Design/Illustration
- Drawing/Painting
- Composition
- Color Theory

### SOFT SKILLS

- Problem Solving
- Research
- Brainstorming
- Teamwork
- Mentoring
- Communication

### TOOLS



Zbrush



Modo



Maya



Marvelous Designer



Photoshop



3D Coat



Substance Painter



Substance Designer



Marmoset Toolbag



Keyshot

--- INTERESTED? LET'S TALK! ---

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