

Philip Hogg

2D/3D Game Artist

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philiphogg.com

SKILLS

- 3.5 years of experience designing and creating 3D environments and characters
- Rigging, animation, modeling in 3DS Max, Maya, Modo, Zbrush
- Environment creation, lighting, and optimization in Unity and Unreal
- PBR and hand painted texture creation in Photoshop and Substance Painter
- Concept art and illustration
- C#, Python, visual scripting
- Proficiency in written and spoken French

EXPERIENCE

Freelance Digital Artist, self-employed

March - May 2018, Montreal Quebec

Clients: Artifact 5, Rakoon Studio

- Contributed concept art
- Modeled, rigged, and animated real-time characters
- Implemented mixed-reality applications using Unity3D

3D Artist, Artifact 5

February 2016 - December 2017, Montreal Quebec

Anamorphine

- Created environment assets and level art within Unity
- Rigged, animated, and modeled in-game characters
- Resolved technical issues

2D/3D Artist, Little Guy Games

August 2014 - October 2015, Toronto Ontario

The Last Sky

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

Freelance Artist

May - July 2013, Montreal Quebec

- Provided illustration and concept art for clients

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