

Thad Clevenger

3D Artist

3D Artist with seventeen years of experience in the game industry working on a variety of genres and styles. Constantly challenging myself artistically, and staying current with the latest technology and tools. Team player that is able to work well with others, and remains eager to learn and ready to teach. Finally, I absolutely love video games and love the challenges they present as well as the rewards they give. I am truly grateful that I love what I do, and am more passionate now than when I started.

Personal Info

Phone

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Artstation

<https://www.artstation.com/thadclevenger>

WWW

www.thadclevenger.com

LinkedIn

<https://www.linkedin.com/in/thadclevenger>

Skills

3D Modeling

Hard Surface Modeling

Environments

PBR Materials and Shaders

Texturing

Software

Maya

3ds Max

ZBrush

Substance Painter

Substance Designer

Quixel Suite

Photoshop

Unreal Engine

Unity

CRYENGINE

Experience

Nov 2013 -
present

3D Artist

Obsidian Entertainment

3D Artist on various projects including Armored Warfare, Pillars of Eternity, and unannounced projects. This includes hard surface modeling, organic modeling, texturing, and material generation using all of the latest techniques and pipelines. Working in Unreal, Unity, and CRYENGINE.

Jul 2012 -
Aug 2013

Senior 3D Artist

Konami OCDS

Technically, this is the same group as my previous employer. Half of the company split and were bought out by Konami. Under Konami, I worked on UI, particles, 3d modeling, and animation in Unity for casual games.

Feb 2009 -
Jul 2012

Senior 3D Artist

Manifest Games

Job responsibilities included all aspects of character and environment creation as well as animation. Led a team of six people in production of casual games for the Nintendo Wii and DS.

2008 -
2009

Senior Artist

Obsidian Entertainment

Artist and Sub-lead for the Environment Team. Managed a small team of artists and was responsible for taking an area of the game to completion. This included modeling, texturing, and technical responsibilities.

Jun 2007 -
Jul 2008

Senior Artist

Cheyenne Mountain Entertainment

Job responsibilities included all aspects of character development. Also helped as needed on environments. This included modeling, UV-ing, and texturing in Max.

Nov 2002 -
Feb 2006

Senior Artist

Sigil Games Online

Responsible for taking creatures from start to finish including modeling, texturing, and animating using Maya. Position also included rigging skeletons as well as a good working knowledge of the Unreal Engine.

2000 -
2002

Artist/Animator

Sony Online Entertainment

Job responsibilities included taking over 40 creatures and monsters from concept to finished asset. This includes modeling, texturing, and animating as well as laying out UVs and rigging the skeleton in Maya.

Education

1994 -
1999

Texas A&M University

BA, Environmental Design