

**Tomas Gomez**  
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**Industry Experience:**

**The Third Floor, Inc. - Los Angeles, CA - April 2016 - February 2017**

Junior Artist - Asset Builder.

Created environments, props, characters, and rigging for multiple projects.

Software used: Maya, Zbrush, Xnormal, Photoshop, & Mudbox.

**The Third Floor, Inc. - Los Angeles, CA - January 2016 - April 2016**

Apprentice - Asset Builder.

Created environments, props, characters, and rigging as exercise.

Software used: Maya, Zbrush, Xnormal, Photoshop, & Mudbox.

**GravTech Games, Inc. - Freelance - February 2015 - October 2015**

Freelance - Environment/Prop and Texture Artist.

Environment/Prop Artist for video game “*Nora*” (in development)

Software used: Maya, Zbrush, Xnormal, Quixel Suite, & Photoshop.

<http://gravtechgames.com/index.html>

**Vitruvian Entertainment Group, Inc.- Burbank, CA - October 2014 - December 2014**

Intern - Environment/Prop and Texture Artist.

Software used: Maya, Zbrush, Xnormal, Quixel Suite, Unreal Engine 4 & Photoshop.

**Full Sail University- Winter Park, FL - September 2013 - November 2013**

Intern - Environment/Prop and Texture Artist.

Software used: Maya, Zbrush, Xnormal, UDK & Photoshop.

**Full Sail University- Winter Park, FL - April 2013**

Student - 3D Generalist.

Environment/Prop Modeler and Texture Artist for video game “*Eris*”

Software used: Maya, Zbrush, Xnormal, UDK & Photoshop.

<http://gameproject.fullsail.com/gpgames/index.php/>

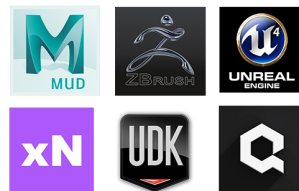
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**Software Knowledge**

Proficient



Intermediate



Beginner



**Skills**

3D Modeling

3D Sculpting

Basic Animation

Basic Character Creation

Basic Rigging

Texturing

UV Mapping

PBR Workflow

In Engine VFX & Lighting

Bilingual (professional English and Spanish)

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**Education**

**Full Sail University - Winter Park, FL - November 2011 - September 2013**

Bachelor of Science Degree in Game Art

**Awards and Recognitions:** *Valedictorian, Advance Achever Recipient, 99% Attendance*

**Course Director Awards:** *Character Rigging, Character Animation, & Game Technologies*