

Philip Hogg

2D/3D Artist

Montréal, Québec

hphilipj@gmail.com

www.philiphogg.com

[linkedin.com/in/philip-hogg-310b0412](https://www.linkedin.com/in/philip-hogg-310b0412)

(647) 746-0563

SKILLS

- 4 years of experience designing and creating real-time 3D environments and characters
- Environment creation, lighting, and optimization in Unreal Engine 4 and Unity3D
- Hard-surface and organic modeling, rigging, animation, in Max, Maya, Modo, ZBrush
- PBR and hand painted texture creation in Photoshop and Substance Painter
- Concept art and illustration with a solid grasp of colour, composition, and lighting
- C#, Python, visual scripting
- Proficiency in written and spoken English and French

EXPERIENCE

Freelance Digital Artist

March 2018 - present

Clients: Artifact 5, Blue Spirit Studio, Rakoon Studio

- Designed, created and implemented real-time environments and characters for multiple clients
- Implemented mixed-reality applications using Unity3D

Artifact 5

February 2016 - December 2017

3D Artist, Anamorphine

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

Little Guy Games

August 2014 - October 2015

2D/3D Artist, The Last Sky

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

Freelance Artist

May - July 2013

- Provided illustration and concept art for clients

EDUCATION

Certificate, Game Art and Animation

September 2013 - April 2014

Seneca College, Toronto Ontario

- 3D Modeling, Texturing, Animation, Level Design

Bachelor of Fine Arts, Painting and Drawing

September 2010 - April 2013

Concordia University, Montréal Québec

- Painting, Drawing, Art History, Film Studies