

# Connor Gartland

## Character Artist

(614)530-3043

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### SOFTWARE PROFICIENCY

Maya ZBrush Substance Suite Unity3D Unreal Engine Weta Tools

Photoshop MotionBuilder Marvelous Designer Marmoset Toolbag Keyshot

### EXPERIENCE

#### **Character Artist / Mocap Stage Operator**, Lightstorm Entertainment;

***Alita: Battle Angel; James Cameron's Avatar Sequels***

August 2016 - Present

Worked as a Character Artist on preproduction and then as a Mocap Stage Operator once principal photography started

- Developed character workflow, establishing consistent basemeshes and consolidated UVs
- Worked with the Weta shader devs to Integrate Substance Software into the pipeline
- Managed a character art team, meeting the creative needs of both the Production Designers and Costume Department.
- On Set VFX support; Doing layout, lighting, animation and modeling on the movie set
- Migrated incoming outsource artwork, cleaning up high res geo into animation ready assets.

#### **Character Artist**, Rooster Teeth

***Red vs. Blue; RWBY***

March 2016 - July 2016

Remote contractor, providing hero character assets for Animated Series

- Collaborated with Concept Artists to achieve Stylized Look
- Modeled and Textured Characters, Props and Guns
- Created both Human Characters and Animals/Creatures

#### **Character Sculptor**, Starcat Games

May 2015 - September 2015

***Central City: Heroes***

Remote Contractor, Sculpting in pose Characters for 35mm Printing

- Worked closely with fabricators to work within parameters for mold-making and 3d printing

#### **3D Generalist**, Split Pixel Studios

April 2012 - December 2013

***Gemini: Cosmic Samurai; Super Sloth***

Worked on a small team at a startup company

- Responsible for modeling and texturing game ready assets
- Rigged and Animated all in game characters

#### **3D Environment Artist**, GRID Lab; Ohio University

January 2012 - June 2012

- Environment modeling and texturing for real-time construction prototypes

### EDUCATION

#### **Gnomon School of Visual FX**

Modeling and Texturing -- 2014 - 2015

#### **Ohio University**

Bachelor of Science (B.S.): Media Studies, Games and Animation -- 2010 - 2014