

# Thomas Fraser | 3D Environment Artist

Portfolio: [thomasfraser.artstation.com](http://thomasfraser.artstation.com)

604-354-5925 | [thomasfraser3d@gmail.com](mailto:thomasfraser3d@gmail.com) | <https://www.linkedin.com/in/thomasfraser87/>

4+ years of self-taught 3D, with a knowledge of both real-time and non real-time modeling & texturing workflows.

## Skills

- Hard surface modelling (**Maya**) & organic sculpting (**ZBrush**) for environment and props
- Efficient topology, UV mapping, and high>low poly normal map baking
- PBR texturing using **Substance Painter**
- Material creation using **Substance Designer**
- Lighting and rendering using **RenderMan & UE4**
- Audio engineering and sound design using **FL Studio & Serum**

## Projects

- Created game assets for the Skyrim modding community 'Beyond Skyrim: Morrowind'
- NVidia Interiors of 2042 & ArtStation Feudal Japan contests
- Producing the soundtrack to the video game Beardman
- Producing electronic music for professional release
  - [https://www.youtube.com/watch?v=OexM12DYk\\_w&t=168s](https://www.youtube.com/watch?v=OexM12DYk_w&t=168s)

## Education

- Insurance Institute of BC (2016); C11 – Principles and Practice of Insurance
- University of the Fraser Valley (2006 – 2008); Biology and Chemistry studies

## Work Experience

Commercial Lines Property & Casualty Underwriting  
Aviva; Vancouver, Canada  
International insurer

May 2014 – Present

Commissions Officer  
AMP; Sydney, Australia  
Financial & Insurance Services

May 2013 – March 2014

Administration Contractor  
Randstad; Sydney, Australia

July 2012 – March 2013

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