

# Peter Zoppi

## Character Art Specialist / Lead

Los Angeles, CA.

203.314.0646

[pzoppi@gmail.com](mailto:pzoppi@gmail.com)

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

## SUMMARY OF QUALIFICATION

- 15 Years of experience in the games and VFX industry with 6 AAA shipped titles
- Exceptional ability to create High and Low Polygon, PBR compliant character assets
- Experience with problem solving and creative solutions
- Great time management with ability to complete tasks independently and deliver work on time
- Thrives in collaborative team environments
- Solid understanding of the various art and tech aspects of the production pipeline
- Experienced with photography and lighting for both reference shoots and fine art
- Strong knowledge of lighting and composition

## SOFTWARE

Maya, Mudbox, Zbrush, Marvelous Designer, Photoshop, VRay, Arnold, Substance Painter, Knald, Topogun, Marmoset Toolbag

## CREDITS

Call of Duty: Black Ops 4  
Call of Duty: Black Ops 3  
Call of Duty: Black Ops 2  
Call of Duty: Black Ops  
James Bond: Quantum of Solace  
Kung Fu Panda: The Game  
Night at the Museum  
Underworld: Evolution

## EXPERIENCE

### Treyarch, Santa Monica, CA - Character Art Specialist / Lead

October 2007 - PRESENT

- Modeling, Sculpting, UV layout, texture painting of high and low polygon assets
- Integrating characters into game engine using proprietary asset property editor
- Working closely with tech artists and rigging artists for shader development and character skinning
- Designing, prototyping and working with engineers for character customization toolset for microtransactions
- Reviewing and providing feedback for work from outsource vendors
- Lighting and shooting various subjects for reference photos when needed (standard and cross polarized light setups)
- Collaborating with other internal art teams to improve techniques and toolsets

## **CG Master Academy, Online** - *Instructor*

January 2013- Present

- Creating classes on various topics of the character creation process
- Mentoring students and providing recorded video feedback on assignments
- Hosting an hour long, live Q&A session for students every week

## **The Mentor Coalition, Online** - *Mentor*

December 2018 - Present

- Working 1 on 1 with mentees to help them develop and learn new skills

## **Luxoflux, Santa Monica, CA** - *Senior Character Artist*

December 2006 - October 2007

- Modeled and textured stylized characters for Kung Fu Panda videogame

## **Rhythm & Hues, Playa Vista, CA** - *Modeler*

March 2006 - November 2006

- Responsible for models and UV layout of organic and hard surface film assets from reference photography and from scan data
- Helped to integrate ZBrush / Mudbox into production pipeline

## **Luma Pictures, Santa Monica, CA** - *Modeler / Texture Artist*

March 2005 - March 2006

- Modeled, sculpted and textured digital doubles and environments for VFX shots for integration into live action plates

## **EDUCATION**

### **Gnomon School of Visual Effects, Hollywood, CA** - *Certificate*

September 2003 - March 2005

### **Trinity College, Hartford, CT** - *Bachelor of Arts - Studio Art*

September 1998 - December 2002

- Varsity Men's Soccer team captain for 2 years

## **AWARDS, HIGHLIGHTS AND LECTURES**

- 2006 Grand Prize Winner in Cinematics of Blizzard's Art Contest
- EvolveCG 2011 - Guest Speaker and Instructor
- Artwork featured in Allegorithmic's Substance Painter Ad Campaign
- Artwork featured on Top Row of CGTalk, Artstation and 3DTotal
- Beta Tester for Autodesk Mudbox
- SIGGRAPH 2012 Demo Artist for Autodesk and Wacom

## **INTERESTS**

Playing Soccer, Watching English Premier League, Photography, Video Games (primarily first person shooters), Computer Hardware and all things tech