

IVAN MIYA

Character Artist

www.ivanmiya.com
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(661) 600-8766
Los Angeles CA

Experience

Sr Character Artist, EA DICE LA, Playa Vista CA (02. 2018 – Present)

Hires sculpting, generating clean game topology, UV layout, texture baking, final look dev, prepping assets and delivering feedback to outsourcing partners, engine integration, dressing and scanning, assisting in character concept and design for projects such as: Battlefield V, unannounced title.

Sr Character Artist & Lead Artist, Section Studios, Los Angeles CA (07. 2015 – 02.2018)

3D modeling, uv unwrapping and mapping, photo and painted texturing, high resolution sculpting, rapid mesh prototyping for projects such as: Bioshock Collection, RIVAL: Crimson X Chaos, House Flip, prototypes, unannounced titles.

Sr Character Artist, WayForward, Valencia CA (11. 2012 – 07.2015)

3D modeling, uv unwrapping and mapping, photo and painted texturing, high resolution sculpting, rapid mesh prototyping for projects such as: Til Morning's Light, Teenage Mutant Ninja Turtles, Adventure Time, Ikari Warriors, Shantae, prototypes, misc

Character Artist, Midway Games, Chicago IL (12. 2004 – 02. 2009)

3D modeling, texturing, rigging, painting, weights, high resolution sculpting for projects such as: Mortal Kombat Vs. DC Universe, Wheelman, Stranglehold, Mortal Kombat Armageddon, NBA Ballers Phenom.

Skills

Anatomy/weight/silhouette reads, strong Maya modeling and ZBrush sculpting capabilities, PBR texture/material workflow, experience with Marvelous Designer and photogrammetry, rigging and skinning, good optimization practices and file maintenance, eye for light/shade/color/detail

Education

Illinois Institute of Art in Chicago, IL, (10. 2001 – 03. 2005)

Bachelor of Fine Arts in Art & Design focusing on game development
Recipient of Best in Show Award, ILIA Portfolio Show 2005

Program Workflow

Autodesk Maya, Pixologic ZBrush, Knald, Adobe Photoshop, Marvelous Designer, Allegorithmic Substance Painter, Pilgway 3D-Coat, Unity, Epic Unreal, EA Frostbite, Marmoset Toolbag, Agisoft Photoscan, PureRef, Perforce