

# CORDELL FELIX

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## OBJECTIVE

Obtain a position as Art Director, Principal, Lead, or Senior Environment Artist to help push the quality bar for the movies and game industry.

## STRENGTHS

- Absolute passion for video games and video game creation
- Desire to learn new techniques and technology
- Strong understanding of 3D modeling and texturing
- Leadership and communication
- A good eye for color, composition, form, shape, value, structure, and silhouette

## SOFTWARE

Autodesk 3ds Max, Autodesk Maya, Adobe Photoshop, Houdini, Pixologic ZBrush, Quixel Suite, Substance Painter, 3D Coat, Marmoset Toolbag, Headus UV Layout, Unreal Engine 4, Unity, Frostbite 3 Engine

## SKILLS

High-Poly modeling, Low-Poly modeling, Digital Sculpting, Environment modeling, Pipeline Development, Texturing, UV Mapping, Texture Baking, Level Design, World Building/Set Dressing, Lighting, Materials, Optimizations

## EXPERIENCE

### **Lead 3d Environment Artist**, Nexon OC

*December 2018 – August 2020*

- Responsible for all environment art and level design
- Manage, collaborate, and communicate with a team of artists and directors to meet deadlines and milestones.
- Developed pipelines to speed up processes on asset creation using Houdini and Quixel Mixer.

### **Senior 3d Environment Artist**, Blind Squirrel Games

*July 2015 – December 2018*

- Responsible for full level art and design with gameplay in mind.
- Inject story into environments through the use of world building, set dressing, and lighting.
- Model and texture environments, props, weapons, and vehicles.

### **3d Environment Artist**, Visceral Games

*April 2014 - July 2015*

- Model and Texture assets and environments with LOD's, custom collision, raycast, and multi-sub materials.
- World build to tell story through use of placing assets in both multi-player and single player environments.
- Create high fidelity destructible assets and clusters with part linking or schematics for believable destruction.
- Edit existing models in game: LOD's, geometry up-res, texture up-res, optimization.

### **Instructor**, Art Institute of Hollywood

*August 2013 - April 2014*

- Taught an extensive class on ZBrush and ZBrush techniques to create character models used

- for both games and film.
- Taught an advanced modeling and texturing class teaching hard surface 3d modeling and texturing techniques.

**3D Artist**, Plastic Piranha

*March 2012 - April 2014*

- Model and texture assets and environments.

**Cinematic Artist/3D Artist for Games**, Ember Lab

*September 2011 - March 2012*

- Create 3d models and textures for the use in film and game.

## **EDUCATION**

**The Art Institute of California - Orange County, CA.** (BoS in Game Art & Design)

*Graduation Date: July 2011*