

TUMEN

ALTANGADAS

CHARACTER/ CREATURE ARTIST

CONTACT

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PROFILE

Character artist who demonstrates strong knowledge of Digital sculpting, modelling and deep understanding of human anatomy with proven ability to produce hyper realistic complex models to a high standard with a thorough understanding of shape, scale and form.

SOFTWARES

- Zbrush
- Autodesk Maya
- Autodesk 3Ds Max
- Substance painter
- Mari
- Unreal Engine
- Marvelous Designer
- Redshift
- Adobe CC Suit

CAREER

CHARACTER ARTIST - PLASTIC WAX STUDIO

SYDNEY AUSTRALIA | NOV 2018 - PRESENT

- Sculpt and texture hyperreal and stylised characters from concept to completion.

3D GENERALIST - AMPLE PROJECTS

SYDNEY AUSTRALIA | JAN 2017 - OCT 2018

- Responsible for creating 3D assets, for animation and lantern sculptures.

3D GENERALIST - STAR TV

ULAANBAATAR, MONGOLIA | OCT 2012 - FEB 2014

- Worked on commercials from concept to completion including Star TV Mongolia New Brand Ident, Viewsonic Commercial and Suzuki Grand Vitara Commercial. Led a team of 3 artists.

MULTIMEDIA AND 3D DESIGNER - OLLOO TV

ULAANBAATAR, MONGOLIA | JAN 2010 - JUN 2012

- Worked on a wide range of animated commercials and television ident.

SKILLS

- Strong understanding of human and animal anatomy
- Industry standard High\Low Poly Modeling and Sculpting
- Proven ability to model wide variety of complex objects to high standard
- Solid understanding of proper edge flow and topology
- Advanced understanding of UDIM based workflow and expert UV mapping techniques which enables texturing artists to attain high quality results
- Excellent understanding of industry standards, conventions, and formats to enable successful completion of work.
- Excellent attention to detail
- Strong organisational and time management skills.

EDUCATION

BACHELOR OF DESIGN IN ANIMATION

UNIVERSITY OF TECHNOLOGY SYDNEY | 2018

BACHELOR OF COMPUTER SOFTWARE

TSAHIM INSTITUTE OF COMPUTER AND HIGH TECHNOLOGIES | 2013