

PHILIP SANCHEZ

3D CHARACTER ARTIST

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SUMMARY

I'm a 3D character artist with a passion for art, story, and people, and how those things come together to make something amazing!

EXPERIENCE

Character Artist | Soma Games

September 2019- June 2020

Newberg, Oregon

- Sculpted, Modeled, Retopo-ed, UV-ed, Textured, and integrated game-ready character assets into Unity
- Followed Art Direction and iterated on criticism and feedback
- Collaborated with Technical Artists to solve design challenges
- Researched and presented findings on various technologies and workflows

EDUCATION

Vertex School | 2017-2020 | Online

- Facial Sculpting with Anar Ismayilov
- Hair Creation for Games with Ryan Kingslien
- Lighting for Games with Maria Yue
- Digital Sculpting for Collectibles with Jack Matthews
- 3D Character Creation with Jason Martin

CGMA | 2018 | Online

- Game Hair Creation with Johan Lithvall

Brainstorm School | 2016 | Burbank, CA

- 3D Character Design with Justin Fields
- Character Design with Trevor Claxton

Robotpencil Mentorships | 2015 | Online

- Character Design I with Anthony Jones
- Character Design II with Anthony Jones

Westmont College | 2009-2013 | Santa Barbara, CA

- B.S., Biology
- B.A., Business & Economics

SOFTWARE

- ZBrush
- Maya
- Blender
- Marvelous Designer
- Photoshop
- Substance Painter
- Substance Designer
- Unreal Engine
- Unity Engine
- Marmoset Toolbag

SKILLS

- Human Anatomy
- Real Time Game Hair
- Cloth modeling
- Sculpting high-resolution models
- Retopology
- Low-resolution game models
- UV Layout & Optimization
- Textures & Materials for PBR
- Lighting & Rendering
- Character Design
- Color Theory