

# Peter Zoppi

## Lead Character Artist

Cheshire, CT.

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## SUMMARY OF QUALIFICATION

- 17 Years of experience in the video game and VFX industry with 7 AAA shipped titles
- Exceptional ability to create High and Low Polygon, PBR compliant character assets
- Vast experience with problem solving and creative solutions for production
- Great time management with ability to complete tasks independently and deliver work on time
- Thrives in collaborative team environments
- Deep understanding of the various art and tech aspects of the game production pipeline
- Experienced with photography and lighting for both reference shoots and fine art
- Strong knowledge of lighting and composition
- 10 years of experience teaching and mentoring artists

## SOFTWARE

Maya, Mudbox, Zbrush, Marvelous Designer, Photoshop, V-Ray, Arnold, Substance Painter, Knald, Topogun, Marmoset Toolbag

## CREDITS

Call of Duty: Black Ops Cold War  
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 - Call of Duty*

October 2007 - PRESENT

- Modeling, Sculpting, UV layout, texture painting of high and low polygon assets
- Managing and mentoring a team of 6 character artists
- Integrating characters into game engine using proprietary asset property editor
- Working closely with tech artists and rigging artists for shader development, character skinning and tools development
- Designing, prototyping and working with engineers for character customization tools 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 pre-recorded 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 video game

### **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