

SKILLS & SPECIALTIES

- Maya
- Z-Brush
- Body paint 3d
- Adobe Photoshop
- Unity
- Low Poly modeling
- Mental Ray
- Architectural Modeling

PROFESSIONAL EXPERIENCE

Disney Interactive, Glendale Ca

05/2011 - 09/2016

3D Environment Artist

Disney Inside Out Thought Bubbles (iOS, Android)

- creation of 3d maps
- assist in creation of base particle FX
- conceptualize game mechanics model and texture
- Textured props approved by Disney Pixar to support branding of game app

Programs Used: Unity Engine, Maya, Photoshop

Disney Mix (iOS, Android)

- Low Poly Modeling
- Light Environment
- Texture characters, props and environments
- Base rigging for an animated feature in game called "gags"
- Help conceptualize and facilitate game play within messaging feeds

Programs Used: Unity Engine, Maya, Photoshop

Disney Club Penguin: My Penguin, (iOS, Android)

- Transition 2D online game assets to 3D mobile game assets
- Low Poly Modeling
- Texture characters, props and costumes
- Use proprietary render engine to create cell shade shaders

Programs Used: Maya, Photoshop, proprietary render engine

Disney Color and Paint, (iOS, Android)

- Low Poly Modeling
- Texture characters and props

Programs Used: Maya, Photoshop

Naked Sky Entertainment, Los Angeles Ca

04/2011 - 09/2011

3D Environment Artist

Hasbro Twister Mania (Xbox360 Kinect)

- Model and texture assets for environments
- Build 3D environments
- Create Shaders in Proprietary game engine
- Contributed to the design of environments
- Utilize in house proprietary game engine

Programs Used: 3D Max, Photoshop, proprietary In house game Engine, Z-Brush

Interfuel Interactive Agency, Ventura Ca

02/2010 - 04/2011

3D Environment Artist

Hasbro BayBlade battles (online)

- Model and texture assets for environments
- Build 3D environments
- Light Environments
- Composite 3D renders with 2d Backgrounds and effects

Programs Used: 3D Max, Photoshop, Mental Ray

Collision Studios Los Angeles Ca

01/2010 - 01/2010

3D Environment Artist

Mathews Bow Hintii (Nintendo Wii)

- 3D low poly game environment assets (foliage, trees, rocks)

Programs Used: 3D Max, Photoshop

Disney Imagineering R&D, Glendale Ca

04/2008 - 09/2009

3D Artist Lead Modeler

- Model environments
- Texture environment and props
- Model high poly and low poly characters
- Prop Modeling
- Assist environment design and game props
- Managed environment lighting
- 3D concept designs

Programs Used: 3D Max, Photoshop, Mental Ray

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Lee, Mundwiler Architects Santa Monica Ca
3D Artist Modeler

03/2007 - 02/2008

- Model Custom homes and concept design buildings from blueprint elevations
 - Produce High resolution renders and previsualization animatics
- Programs Used:* 3D Max, Photoshop, Mental Ray

EDUCATION

Art Institute of Los Angles, Santa Monica, CA

2008

- Bachelors of Science in Media Arts and Animtion
- Presidents Honor Roll and Deans Honor roll

Front Range Community College, Denver, CO

2000

- Certificate of Automotive technology

PUBLICATIONS

Introducing Maya 2008 *Derakhshani Dariush*

- Indianapolis: Wiley Publishing Inc. 2008 - contributor