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13684 SW ASHLEY CT TIGARD, OR 97224

[Hassold3D@gmail.com](mailto:Hassold3D@gmail.com)

971.404.8339

## **Relatable Experience**

### **Freelance 3D Artist**

*Pixelgun Studio, San Rafael, CA (June 2017 - December 2018)*

- Produced game ready facial models and maps for AAA studio 2k Games
- 3D scan data production (alignment, model production, texture projection, 3D print)
- Performed in a fast paced, high output professional environment
- Adhered to company file naming conventions
- Produced dailies for reviews
- Cleaned 3D scan data for 3D printing
- Assisted in design, layout, and building of Mocap stage
- Mocap Actor

### **3D Character/Environment/Prop Artist**

*Candy Combat Thesis @ Academy of Art University, San Francisco, CA (2015 - 2017)*

- Produced low poly characters, environment, and prop models
- Created UV's, Textures, and Renders in VRay
- Created presentation highlighting my experience designing, building, and finalizing all aspects of my Thesis

### **3D Modeler/Graphic Designer**

*Foodie Cats, San Francisco Giants, San Francisco, CA (2017)*

- Produced 3D Environment/Prop/Text models from poster reference for intro animation sequence
- Assisted in creation of production posters

### **Graphic Designer**

*Hazel, San Francisco Giants, San Francisco, CA (2017)*

- Assisted in creation of production posters

### **Texture/Light Artist & Compositor**

*Texture and Lighting Study @ Academy of Art University, San Francisco, CA (2016)*

- Created character, environment, and prop textures for animated scene
- Created lights for animated scene
- Composited lighting passes to complete scene

### **3D Character Artist**

*Retopology Study @ Academy of Art University, San Francisco, CA (2015)*

- Created character using ZBrush Dynamesh
- Retopologized in 3D Coat

### **Sculptor**

*Ecorche Study @ Academy of Art University, San Francisco, CA (2014)*

- Created clay sculpt of muscle and bone system

## **Work Experience**

### **Graphic Designer**

*Self Employed, San Rafael, CA (April 2018 - Present)*

- Designed graphics for Twitch Streamers (Logos, Emotes, Banners, Overlays, etc.)

### **Graphic Designer**

*Above All Advertising, San Diego, CA (2012 - 2014)*

- Designed graphics for large format printing
- Designed large inflatable standees and wearable mascot suits
- Designed logo and graphics for offshoot company

### **Website Project Manager**

*Awakenings Health Institute, San Diego CA, (September 2011 - February 2012)*

- Managed a team of four in the complete redesign of corporations website

### **Backdrop Designer**

*Backdrops Beautiful, San Diego CA, (September 2011 - December 2011)*

- Designed creative backdrops for large format canvas painting

## **Games Worked On**

NBA 2k18, NBA 2k19, WWE 2k18

## **Accolades**

Academy of Art University Spring Show

## **Software Proficiency**

Maya, ZBrush, Wrap, Mudbox, Agisoft, Photoshop,  
3D Coat, UV Layout, Nuke, Adobe Creative Suite

## **Education**

*Academy of Art University*  
*University of Oregon*

MFA in 3D Modeling  
Bachelor's in Digital Art

2014 - 2017  
2006 - 2010