

IVAN MIYA

Character Artist

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6616008766
Los Angeles CA

Experience

Sr Character Artist, Section Studios, Los Angeles CA (07. 2015 – Present)

3D modeling, uv unwrapping and mapping, photo and painted texturing, high resolution sculpting, rapid mesh prototyping for projects such as: Bioshock Collection, prototypes, unannounced titles

Sr Character Artist, WayForward, Valencia CA (11. 2012 – 07.2015)

3D modeling, uv unwrapping and mapping, photo and painted texturing, high resolution sculpting, rapid mesh prototyping for projects such as: Til Morning's Light, Teenage Mutant Ninja Turtles, Adventure Time, Ikari Warriors, Shantae, prototypes, unreleased/unannounced titles

Character Artist, Midway Games, Chicago IL (12. 2004 –02. 2009)

3D modeling, texturing, rigging, painting, weights, high resolution sculpting for projects such as: Mortal Kombat Vs. DC Universe, Wheelman, Stranglehold, Mortal Kombat Armageddon, NBA Ballers Phenom

Education

Illinois Institute of Art in Chicago, IL, (2001 – 2005)

Bachelor of Fine Arts in Art & Design focusing on game development
Recipient of Best in Show Award, ILIA Portfolio Show 2005

Program Workflow

Maya, ZBrush, Knald, Photoshop, 3D-Coat, Substance Painter, Unity, Unreal, Toolbag