



Paul Miller Jr.- 3D Character Artist

4535 Belvedere Plano, TX 75093 | Paul.miller.jr001@gmail.com | 469-441-5556

PaulMillerArt.com

SUMMARY OF QUALIFICATIONS

- 2 years working as a 3D artist in the advertisement industry.
- Degreed Professional in the field of animation.
- Specialization in realtime and fully rendered High Poly/LowPoly characters/assets and texturing.
- Experience with fast turn around times and working on a team to meet a projected deadline
- Proficient with rigging and animation.

EDUCATION

Aug 09 - June 13

University of the Arts - Philadelphia, PA
Bachelor of Fine Arts in Animation

EXPERIENCE

2D/3D Artist - Studio Tribe - DALLAS, TX
April 2015-Present.

- Working closely with art directors and managers towards major production landmarks.
- Developing new workflow techniques to speed up the pipeline.
- Responsible for creating High Poly/Low Poly models and high resolution textures for production needs, to be used in final renders.
- Learned various production techniques and software applications.

3D Scan Technician - GoFigur3d - MESQUITE, TX
August 2014-January 2015

- Creating and touching up high quality meshes for 3D Printing.
- Working with various clients to suit their needs.

Animator/Character Designer - Chemical Heritage Foundation - PHILADELPHIA, PA
March 2013-May 2013

- Keyed out character animations and cleaned inbetweens for 2D character and effects animation.
- Designed the main character and helped maintain the look of the film.

SKILLS

Modo	Artec Studio	Marmoset Toolbag 3
3DS Max 2015	UV Layout	Quixel Suite
Maya 2015	Photoshop CC	X normals
Zbrush 4R7	3D Coat 4.7	Algorithmic substance Painter
Characters	Props	Self-motivated