

# CORDELL FELIX

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## OBJECTIVE

Obtain a position as a Senior Environment Artist and be involved in creating new innovative video games.

## STRENGTHS

- Absolute passion for video games and video game creation
- Desire to learn new techniques and technology
- Strong understanding of 3D modeling and texturing
- Art-Team and Asset Management
- A good eye for color, composition, form, shape, value, structure, and silhouette

## SOFTWARE

- Autodesk 3ds Max
- Autodesk Maya
- Adobe Photoshop
- Pixologic Zbrush
- Substance Painter
- Quixel Suite
- 3d Coat
- Headus UVLayout
- Marmoset Toolbag 3
- Frostbite 3 Engine
- Unreal Engine 4

## SKILLS

- High-Poly modeling
- Low-Poly modeling
- Digital Sculpting
- Environment modeling
- Texturing, UV Mapping
- Texture Baking
- Level Design
- World Building/Set Dressing
- Lighting and materials

## EXPERIENCE

### Senior 3d Environment Artist, Blind Squirrel Games

*July 2015 - Present*

- Responsible for full level art and design with gameplay in mind.
- Inject story into environments through the use of world building, set dressing, and lighting.
- Model and texture assets and environments.
- Model and texture weapons and vehicles.

### 3d Environment Artist, Visceral Games

*April 2014 - July 2015*

- Model and Texture assets and environments with LOD's, custom collision, raycast, and multi-sub materials.
- World build to tell story through use of placing assets in both multi-player and single player environments.
- Create high fidelity destructible assets and clusters with part linking or schematics for believable destruction.
- Edit existing models in game: LOD's, geometry up-res, texture up-res, optimization.

### Instructor, Art Institute of Hollywood

*August 2013 - April 2014*

- Taught an extensive class on ZBrush and ZBrush techniques to create character models used for both games and film.
- Taught an advanced modeling and texturing class teaching hard surface 3d modeling and texturing techniques.

### Art Lead/3D Artist, Plastic Piranha

*March 2012 - April 2014*

- Model and texture assets and environments.

### Cinematic Artist/3D Artist for Games, Ember Lab

*September 2011 - March 2012*

- Create 3d models and textures for the use in film and game.

## EDUCATION

The Art Institute of California - Orange County, CA

*Graduation Date: July 2011*

**Bachelor of Science in Game Art and Design**

*GPA: 3.6*