

TIMOTHY SANCHEZ

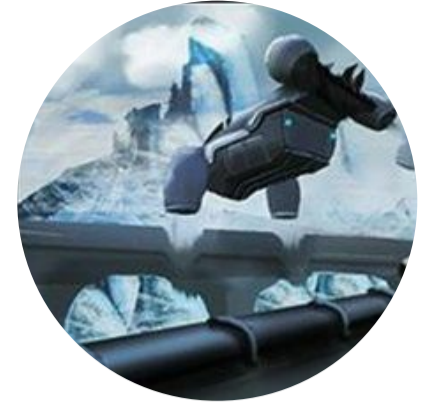
3D Environment & Prop Artist

650-208-5754

www.Timmy3D.com

Timmy.sanchez@gmail.com

San Francisco, CA



EXPERIENCE

Associate 3D Artist

NCSOFT West - Iron Tiger

12/2016 - 09/2017 San Mateo, CA

3D Mobile Game Company

- Developed and optimized art for high end 3D mobile graphics
- Assisted in the creation of outsourcing style guides and prompts
- Cleaned up and integrated outsourced assets
- Worked closely with Lead and Senior artists to maintain art production pipelines, workflows and processes for building environments
- Took the initiative to create new models and learn new software during down time
- Updated workflow documentation to be more efficient

EDUCATION

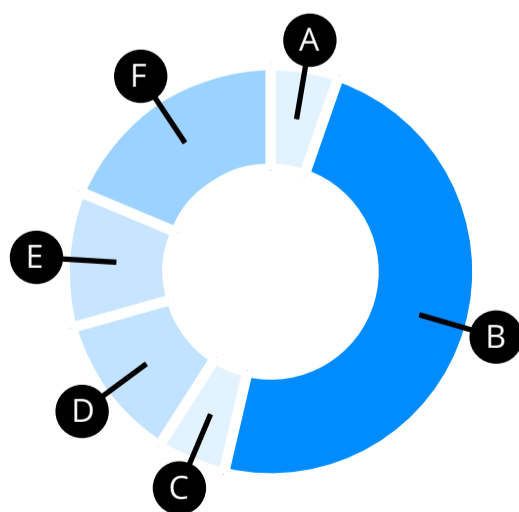
B.F.A. in Game Desin

Academy of Art University

2010 - 2015

- Developed 3D props from concept art to game ready, finished asset
- Modeled, textured and lit environments using the PBR workflow
- Used visual and code-based scripting to create custom shaders
- 3 years of traditional art training (Figure drawing, perspective, anatomy)

MY TIME



- A Read headlines of the Game Industry
- B 3D Modeling & Texturing
- C Lunch Time / Fresh Air
- D 1:1 with Art Lead
- E Emails
- F Planning

ACHIEVEMENTS

Volunteer Work

In 2016 I volunteered in Ecuador and Colombia following a massive earthquake.

Team Player

I've worked for 12 years in customer service

STRENGTHS

Always Growing

While at NCSOFT West I took the initiative to learn Substance Painter, ESRI CityEngine, and Perforce Integration software in order to increase my ability to contribute to the team.

Adaptable

As a 3D Artist at NCSOFT West I was happy to additionally assist in Combat design, Outsourcing management, and Concept design

SKILLS

Photoshop



Substance Painter



Unity Engine



Maya



Zbrush

