

Philip Hogg

3D Game Artist

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philiphogg.com

SKILLS

- 3 years of studio experience creating and implementing 3D art for games in Unity.
- Proficient in all areas of the art pipeline: rigging, animation in 3DS Max and Modo, lighting, rendering, and optimization
- Highly proficient in Unity, Photoshop, 3DS Max, Modo, Zbrush, high to low poly modeling/sculpting, baking
- Proficient in Maya, Unreal 4, Substance Painter
- Experience creating both PBR and hand painted textures
- Experience working with node based material editors in Unreal and Unity
- Able to conceive of and convey ideas effectively through concept art and illustration
- Able to create assets and game levels that follow art direction and technical constraints
- Proficient in written and spoken French

EXPERIENCE

3D Artist, Artifact 5

February 2016 - December 2017, Montreal Quebec

Anamorphine

- Created environment assets and level art within Unity
- Rigged, animated, and modeled in-game characters
- Bug fixing and resolving technical issues

2D/3D Artist, Little Guy Games

August 2014 - October 2015, Toronto Ontario

The Last Sky

- Created game ready assets and concept art
- Animation and rigging
- Level art, lighting, effects

Freelance Artist

May - July 2013, Montreal Quebec

- Provided illustration and concept work for various clients

EDUCATION

Graduate Certificate, Game Art and Animation

2013 - 2014

Seneca College, Toronto Ontario

- 3D Modeling, Texturing, Animation, Level Design

Bachelor of Fine Arts in Painting and Drawing

2010 - 2013

Concordia University, Montreal Quebec

- Painting, Drawing, Art History, Film Studies

Planning and General Studies

2009 - 2010

University of Waterloo, Waterloo Ontario

- Dean's Honour List
- Urban Planning, Architecture, Computer Science, Statistics