


# JUSTIN KIRKWOOD

## CHARACTER ARTIST

### CONTACT

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 [www.artbyjustink.com](http://www.artbyjustink.com)

### SOFTWARE

Maya  
Z Brush  
Photoshop  
Substance Painter  
Marvelous Designer  
3D Coat  
Quixel Suite  
Knald / xNormal  
Marmoset Toolbag  
X-Gen  
Unity 3D  
Agisoft Photoscan  
Git Version Control

### SKILLS

Digital Sculpting  
High and low poly modeling  
Texture map baking  
UV unwrapping  
Realistic and stylized texturing  
PBR and legacy texture workflows  
Photogrammetry  
Basic rigging and skinning

### EXPERIENCE

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#### Wymac Gaming Solutions - Lead Character Artist

2016 - Present

##### Fortunes of the brave

Development and production of game characters, including Hi-res sculpting, Retopology, UV Mapping and Texturing.

Custom hardware, PC.

##### Bloomtopia

Development and production of all 3D assets, art pipelines and in engine art design.

Custom hardware, PC.

#### Wicked Witch Software - 3D Artist

2014 - 2016

##### AFL Evolution

Art & asset creation including environments, stadiums and props.

Playstation 4, Xbox One, PC.

##### Rugby Challenge 3

Asset creation including environments, stadiums, player characters and tattoos, player jerseys, advertising, crowd and flags, ui textures and other game development.

Playstation 4, Playstation 3, Xbox One, Xbox 360, PC.

##### Warhammer: Snotling Fling

Asset creation including buildings, environments and War Machine textures.

iOS, Android.

### EDUCATION

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#### Academy of Interactive Entertainment Melbourne

2012 - 2013

Advance Diploma of Professional Game Design - Game Art

#### Lilydale High School

2006 - 2008

Certificate II - Information Technology

Certificate II & III - Digital Multimedia

Year 12 HSC