

Zachary Hixson

3D Artist

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EXPERIENCE

Atlatl Software, Charleston, SC – *3D Artist II*

August 2014 - PRESENT

- Hard surface modeling from technical documents or photos
- Retopologizing CAD models provided by clients
- Creation of game ready models and high quality PBR textures
- Department workflow planning

US Navy, San Antonio, TX – *Petty Officer 3rd Class*

September 2005 - August 2008

- Interpretative Cryptology – Responsible for gathering, interpretation, and dissemination of sensitive data unique to the mission
- Supervisory role over three sailors

EDUCATION

Art Institute of Pittsburgh, Online – *Bachelor of Science*

Game Art and Design

Graduated July 2014

PROJECTS

TODO Couplers, Atlatl Software | *August 2014 – November 2014*

Role: 3D Art and Animation - Converted TODO's existing engineering files into game-ready format, reducing polycount and optimizing meshes. Created several animations showcasing internal moving parts of couplers

OPW Loading Arms and Retail Fueling, Atlatl Software | *October 2014 – May 2015*

Role: 3D Art and Animation, Asset Pipeline Planning - Defined pipeline for creation of all assets needed to accurately design any type of fueling arm or underground fuel tank layout for OPW. Used keyframe animation, skinning, and morph targets to allow for maximum customization of over 500 individual hard surface models.

Quotebooks VCPQ, Atlatl Software | *January 2016 – Present*

Role: 3D Art, Asset Pipeline Planning, Product Development - Used proprietary software to rapidly create countless fully functional, highly configurable models used in Atlatl Software's flagship configurator software.

SKILLS

Stylized Texturing
PBR Texturing
Hard Surface Modeling
UV Unwrap and Layout
High Resolution Modeling
Low Poly Modeling
Blendshapes
Basic Rigging
Concepting
Unity Certified Developer

Software

3DS Max
ZBrush
3D-Coat
Allegorithmic Substance Painter
Substance Designer
Quixel Suite 2
Adobe Photoshop
Unity 4, 5
Unreal 3