






GAVIN FINLEY

3D TECHNICAL ARTIST

CONTACT

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ONLINE

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EXPERIENCE



3D TECH ARTIST

Full Time
2017 - Present

OddBird Studio - Ontario, Canada

- Produce environment art, custom shaders, and game engine tools
- Optimize workflow speeds by bridging the gap between tech and art team members
- Acquire and work to meet the needs of external development contracts

3D ARTIST

Contract
2017

Crytivo - Remote

- Created high poly sculpts, low poly models, shaders, and materials
- Collaborated with internal development team to meet and exceed expectations

3D GENERALIST

Intern
2017

NetEase Games - Guangdong, China

- Collaborated and learned from multiple team disciplines
- Adapted in style and workflow to match target appearance and style guide

CONTENT MANAGER

Full Time
2012 - 2016

Kano/Apps - British Columbia, Canada

- Planned and executed SEO web optimization strategies
- Managed and grew social media and community engagement 400%.
- Scheduled and maintained frequent content updates

EDUCATION



BACHELOR OF GAME DESIGN

2014 - 2018

Sheridan College - Ontario, Canada

Multidisciplinary degree that covers relevant industry standards while simulating a professional workplace, including project planning, documentation, and team management.

SOFTWARE



Autodesk Maya
ZBrush
Substance Painter
Substance Designer
3D Coat

Photoshop
Unity Engine
Unreal Engine
Marmoset Toolbag
Topogun

SKILLS



Modeling & Sculpting
Lighting
Texturing
Visual Effects
Optimization

Shader Development
C# Programming
Tools Development
Material
CreationGame Design