

IVAN MIYA

Sr Character Artist

www.ivanmiya.com

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(661) 600-8766

Los Angeles CA

Experience

Sr Character Artist, EA DICE LA, Playa Vista CA (02. 2018 – Present)

High-resolution sculpting, creating clean game topology, UVs and textures, prepping assets and delivering feedback to outsourcing partners, dressing and scanning, assisting in character concept and design for projects such as: Battlefield V.

Sr Character Artist & Lead Artist, Section Studios, Los Angeles CA (07. 2015 – 02.2018)

3D modeling, uv unwrapping and mapping, photo and painted texturing, high resolution sculpting, rapid mesh prototyping for projects such as: Bioshock Collection, RIVAL: Crimson X Chaos, House Flip, prototypes, unannounced titles.

Sr Character Artist, WayForward, Valencia CA (11. 2012 – 07.2015)

3D modeling, uv unwrapping and mapping, photo and painted texturing, high resolution sculpting, rapid mesh prototyping for projects such as: Til Morning's Light, Teenage Mutant Ninja Turtles, Adventure Time, Ikari Warriors, Shantae, prototypes, unreleased/unannounced titles.

Character Artist, Midway Games, Chicago IL (12. 2004 –02. 2009)

3D modeling, texturing, rigging, painting, weights, high resolution sculpting for projects such as: Mortal Kombat Vs. DC Universe, Wheelman, Stranglehold, Mortal Kombat Armageddon, NBA Ballers Phenom.

Skills

Anatomy/weight/silhouette good understanding, strong Maya modeling and ZBrush sculpting capabilities, PBR texture/material workflow understanding, experience with Marvelous Designer and photogrammetry, rigging and skinning, good optimization practices and file maintenance, eye for light/shade/color/detail

Education

Illinois Institute of Art in Chicago, IL, (10. 2001 – 03. 2005)

Bachelor of Fine Arts in Art & Design focusing on game development
Recipient of Best in Show Award, ILIA Portfolio Show 2005

Program Workflow

Maya, ZBrush, Knald, Photoshop, Substance Painter, 3D-Coat, Unity, Unreal, Frostbite, Toolbag