

PHILIP SANCHEZ

3D Character Artist/Designer

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PORTFOLIO: philipsanchez.com

SUMMARY

3D artist with a passion for visual storytelling & 4 years of experience in the character art pipeline:

- Portfolio includes lo-poly, game-ready characters in a variety of styles/aesthetics
- Proven record of researching and problem solving a variety of issues
- Highly experienced in facilitating and improving teamwork via communication

WORK EXPERIENCE

- Jan. 2015 - Present **Freelance Artist | Self Employed**
- Designed & illustrated images/concepts for various clients, including cover illustrations for the "Trolls of Midgard" book trilogy
 - Collaborated with authors & iterated on their feedback to develop & visually communicate their ideas
 - Communicated regularly with clients to keep them updated them on project progress
- Sept. 2013 - June. 2018 **Academic Trainer | OC Learning Center**
- Mentored 20-40 students each day to improve motivation, communication, time management, etc.
 - Helped improve average student performance to a 3.0 GPA
 - Provided encouragement & feedback for hundreds of projects, offering critiques/feedback to improve scores by 10-50%
 - Communicated regularly with supervisor & student parents, keeping them updated and solving problems before they become serious issues
- Feb 2016 - May. 2016 **Substitute Teacher | OC Middle School**
- Taught groups of novices the "Fundamentals of Photoshop" over 3 months
 - Provided daily supervision, direction, & feedback to ~40 students
 - Communicated project goals to students & mentored individuals struggling to complete those goals

EDUCATION

Summer 2018	Game Hair Creation	Johan Lithvall	CGMA	Online
Summer 2017	3D Character Creation	Jason Martin	Game Art Institute	Online
Fall 2016	3D Character Design	Justin Fields	Brainstorm School	Burbank, CA
Summer 2016	Environment Design	Eytan Zana	GameArt Institute	Online
Summer 2016	Character Design	Trevor Claxton	Brainstorm School	Burbank, CA
Spring 2016	Environment Painting	Maciej Kuciara	Learn Squared	Online
Summer 2015	Environment Design	Kalen Chock	Robotpencil	Online
Summer 2015	Character Design II	Anthony Jones	Robotpencil	Online
Winter 2015	Character Design I	Anthony Jones	Robotpencil	Online
May 2013	Business & Economics, B.A. Biology, B.S.		Westmont College	Santa Barbara, CA

HARD SKILLS

- Sculpture
- Modeling
- Retopology
- UV Optimization
- Texture Baking
- PBR Texturing
- Lighting/Rendering
- Concept Design/Illustration
- Drawing/Painting
- Composition
- Color Theory

SOFT SKILLS

- Problem Solving
- Research
- Brainstorming
- Teamwork
- Mentoring
- Communication

TOOLS



Zbrush



Modo



Maya



Marvelous Designer



Photoshop



3D Coat



Substance Painter



Substance Designer



Marmoset Toolbag



Keyshot

--- INTERESTED? LET'S TALK! ---

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