

Tomas Gomez
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Greater Seattle Area
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Industry Experience:

The Third Floor, Inc. - Los Angeles, CA - April 2016 - February 2017

Junior Artist - Asset Builder.

Created environments, props, characters, and rigging for multiple films, tv shows, & VR.

Software used: Maya, Zbrush, Xnormal, Photoshop, & Mudbox.

The Third Floor, Inc. - Los Angeles, CA - January 2016 - April 2016

Apprentice - Asset Builder.

Created environments, props, characters, and rigging as exercise.

Software used: Maya, Zbrush, Xnormal, Photoshop, & Mudbox.

GravTech Games, Inc. - Freelance - February 2015 - October 2015

Freelance - Environment/Prop and Texture Artist.

Environment/Prop Artist for video game “*Nora*” (in development)

Software used: Maya, Zbrush, Xnormal, Quixel Suite, & Photoshop.

<http://gravtechgames.com/index.html>

Vitruvian Entertainment Group, Inc.- Burbank, CA - October 2014 - December 2014

Intern - Environment/Prop and Texture Artist.

Software used: Maya, Zbrush, Xnormal, Quixel Suite, Unreal Engine 4 & Photoshop.

Full Sail University- Winter Park, FL - September 2013 - November 2013

Intern - Environment/Prop and Texture Artist.

Software used: Maya, Zbrush, Xnormal, UDK & Photoshop.

Full Sail University- Winter Park, FL - April 2013

Student - 3D Generalist.

Environment/Prop Modeler and Texture Artist for video game “*Eris*”

Software used: Maya, Zbrush, Xnormal, UDK & Photoshop.

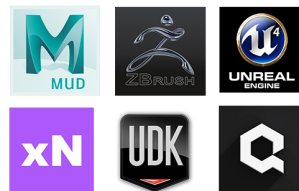
<http://gameproject.fullsail.com/gpgames/index.php/>

Software Knowledge

Proficient



Intermediate



Beginner



Skills

3D Modeling

3D Sculpting

Basic Animation

Basic Character Creation

Basic Rigging

Texturing

UV Mapping

PBR Workflow

In Engine VFX & Lighting

Bilingual (professional English and Spanish)

Education

Full Sail University - Winter Park, FL - November 2011 - September 2013

Bachelor of Science Degree in Game Art

Awards and Recognitions: *Valedictorian, Advance Achever Recipient, 99% Attendance*

Course Director Awards: *Character Rigging, Character Animation, & Game Technologies*