



**MITCHELL SISSON  
PORTFOLIO**

# Mitchell Sisson

mitchellsisson3d.com

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## EXPERIENCE

**Game Haven Studio:** 2017 to current –

-Zbrush Sculpting, re-topology, Texture map of characters for the Cure title

**Pawn Broker:** 2017 to current - Columbus Pawnshop

-Maintain inventory while staying within company margin

-Negotiate prices on products, and customer service.

-Write loans based on feedback and demeanor

-Key holder

**Character Creation:** 2016 - Indiana University Purdue University Indianapolis

-Concept sketch to 3D modeling characters for final concept of C.O.W.A project

**Asset creation:** 2015 – Indiana University Purdue University Indianapolis

- Model 3d assets and texture map creation for in game use in environment map.

**Work Study Program:** 2011 to 2017- Indiana University Purdue University Columbus

- Maintenance student worker

- Maintained the campus lawn

- Help set up campus events

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## SKILLSET

- Low and high polygon 3D modeling inside of zbrush
  - Texture maps creation in zbrush/substance painter
  - Character design for concept to 3D model
  - Particle affect creation inside of Maya
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## EDUCATION

**Bachelor of Science degree:** Media Arts and Science

2012 – 2017 - Indiana University Purdue University Indianapolis

Main focus was 3D sculpting inside of Zbrush for characters. Also focused on level design inside UDK, Unreal engine. 3D modeling, particle affects, animation and scene rendering inside of maya. Coding wise I picked on some python, html, css, javascript.

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Hello there!

I am very passionate about sculpting and working on characters to help evolve the story of the game or movie through them.

I have over four years of experience within ZBrush, Maya, Photoshop, and Substance Painter on creature/character creation.

Some more experience working on assets with Maya for a level design, or working on characters in ZBrush/Substance Painter for a survival game.

My biggest passion I have is working on concept sculpts for creatures or characters. That is something I have focused my skill set more on in the past few years is high quality 3D concepts for creatures or characters.

But I am familiar with low poly meshes, textures for these concepts.

My love for video games has always been there; as my college experience went on I focused it more into sculpting. I am humble, passionate, enthusiastic person when it comes to this.

## *Hobbies*

*Sculpting with traditional clay with monster clay or any other oil based clay. Another talent I work on jamming on my guitars to some of my favorite bands. Watching my favorite movies or tv shows, to see how the characters journey goes on within the show.*

*Fishing when the weather is nice and spending time with family and friends.*



<https://www.artstation.com/mitchellsisson>



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# PERSONAL WORK

## CHARACTER AND CREATURE ARTWORK



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**ZOMBIE FOR GAME TITLE: THE CURE**



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