

RACHEL NADOR

Skills

Software

Maya
Adobe Photoshop
Substance Painter
Camtasia
Familiarity with Unity and Zbrush

General

Medical and Scientific 3D Modeling
Game Environment and Prop Modeling
Modeling for AR/VR
High-Resolution Modeling.
Material and Texture creation.

Shipped Games

Def Jam Icon
True Crime 2 New York City
James Bond 007 Everything or Nothing
Tiger Woods Golf 2005
Dr. Muto
Xmen III

Work Experience

FREELANCE/CONTRACT 3D ARTIST - Chicago, Illinois – April/06 – Present

Clients include:

- **Smudge Laboratories:** Modeled ventilators, surgical suction pumps, and other complex medical devices for medical software applications. Animated healthy and diseased lung tissue. Modeled and animated balloon catheter procedure. Created materials using Substance Painter and set up prefabs of all assets in Unity to deliver to client.
- **ARDVRK:** Modeled and textured diseased tissue, IV catheters, and other medical equipment for VR/AR and web applications.
- **Terrific Games:** Modeled and textured a fantasy ship for an unreleased game.
- **Super Science Entertainment:** Created space ship models for an unreleased game.
- **Kathryn Born, Inc.:** Developed video tutorials to teach 3D modeling to middle school children. Collaborated to determine curriculum and provided subject matter expertise. Created tutorial content with Maya, edited with Camtasia. Also provided narration.
- **Chicago Winter Company:** Created renderings of 3D models for legal graphics.
- **Animation Mentor:** Modeled and created UVs for two environments and multiple props.
- **Adler Planetarium:** Modeled alien plant life for the Adler Planetarium dome theater movie *The Searcher*.
- **Illumen Group.** Created several complex medical implant models for a leading orthopedic company. Models were used in an augmented reality application. Also edited corporate instructional videos using Camtasia..
- **EA Chicago:** Def Jam Icon for the PlayStation 2 and Xbox 360 (released March 07) Created models, textures, and environments for in-game cinematics (July/06-September/06).

ENVIRONMENT ARTIST – Z-Axis – Foster City, California - April 05 - March 06

- Project: **X-Men III** for the PlayStation 2, Xbox, and Xbox 360 (released May 06)
Modeled and textured environment objects.
Tasks also included debugging, creation of LODs, collision geometry, tagging, etc.
- Project: **True Crime 2 New York City** for the PlayStation 2, and Xbox (released November 05)
Modeled and UV'd game environment architecture and props
Duties also included lighting, fx implementation, prop placement, and object tagging.

ENVIRONMENT ARTIST – Electronic Arts – Redwood City, California - March 03 - November 04

- Project: **Tiger Woods Golf 2005** for the PlayStation 2, Xbox, and GameCube (released September 04)
Modeled and refined course terrain and objects.
- Project: **James Bond Everything 007 or Nothing** for the PlayStation 2, Xbox, and GameCube (released February 04)
Modeled and textured game environment objects (machinery, architectural details, other props, etc.)
Modeled and textured high-resolution models for pre-rendered cinematic.

ENVIRONMENT ARTIST – Midway Games West/ Atari Games – Milpitas, California - September 99 - February 03

- Project: **Dr. Muto** for the PlayStation 2, Xbox, and GameCube (released November 02)
Modeled, textured, and created world animations for nine different levels.
Created high-resolution models and special effects for Dr. Muto promotional cinematic teaser.
Duties for cinematic also included lighting, rendering, task delegation, and video editing.
- Project: **Joust 3D** for the PlayStation 2 (working title, unreleased)
Modeled, textured, and created world animations for multiple organic levels.
Conducted research and development for level creation techniques.
Lead art team to create promotional cinematic under tight deadline (6 weeks.).
Also involved in cinematic model creation, lighting, effects, and rendering.
Edited cinematic using Adobe Premiere.
- Project: **Pojo the Chicken** For the PlayStation 2 (working title, unreleased)
Concepted, modeled, and textured game worlds including terrain, props, and architecture.

Education

BACHELOR OF ARTS IN THE FINE ARTS – With a minor in Anthropology – University of Iowa – Iowa City