

# Damon Woods

Lead Character Artist/ Art Director

Los Angeles, CA  
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## EXPERIENCE

### **Survios, Culver City, CA — Character Art Director**

APRIL 2016 - PRESENT

Define the vision for the character art team consisting of multidisciplinary artists - designers, concept artists, sculptors, and outsourced art houses.

### **Gnomon School of Visual Effects, Los Angeles — Instructor**

JANUARY 2019 - PRESENT

Teaching core techniques and principles of character modeling and digital sculpting.

### **CG Master Academy, Los Angeles — Instructor**

JULY 2015 - MARCH 2018

"Character Art for Games". A 10 week online course covering character design, digital sculpting, game-res modeling, texturing, and materials.

### **Encore VFX/ Deluxe, Burbank, CA — Senior Character Artist**

FEBRUARY 2016 - OCTOBER 2016

Modeled and textured CG Creatures and "Digi-Doubles"

-Flash TV Series

-Supergirl TV Series

### **Obsidian Entertainment, Irvine, CA — Character Artist**

JULY 2015 - FEBRUARY 2016

Modeled and Textured creatures and characters:

-Pillars of Eternity

-Tyranny

### **Kojima Productions- LA, Los Angeles, CA — Character Artist**

JUNE 2014 - JULY 2015

-Metal Gear Solid V: The Phantom Pain (2016)

## SKILLS

Team Management

Character Concept Design

Digital Sculpting

Modeling

Texturing

Material Creation

## PUBLICATIONS

**3D Artist Magazine: Issue 80**

Featured Cover Art and 8 page tutorial- [Link](#)

**3D Artist Magazine: Issue 85**

Artwork and tutorial- [Link](#)

**3D World Magazine: Issue 80**

Artwork and Tutorial- [Link](#)

**3D World Magazine: Issue 153**

Featured Artwork

## SOFTWARE

UE4

ZBrush

Maya

3DS Max

Marvelous Designer

Photoshop

Substance Painter

Marmoset Toolbag

Keyshot

Microsoft Excel

Microsoft Word

**The Art Institute of California, Hollywood — *Instructor***

APRIL 2014 - JULY 2014

Teaching core techniques and principles of character modeling and digital sculpting.

**Brain Zoo Studios, Van Nuys, CA — *3D Artist***

AUGUST 2011 - JULY 2014

Modeling, texturing and material creation. Cinematic lighting using Mental Ray. Compositing render layers using After Effects.

**Inhance Digital, Los Angeles — *3D Generalist***

JANUARY 2011 - AUGUST 2011

Teaching core techniques and principles of character modeling and digital sculpting.

**EDUCATION**

**The Art Institute of California-Orange County, Costa Mesa, CA — *Bachelors of Science***

2008- 2010