

Ty Ferrell

3D Character Artist | Tennessee, USA

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SUMMARY

5+ years creating 3D art for games, film, and print

EXPERIENCE

PoetCode LLC, Newark, NJ – Lead 3D Artist (freelance)

Maji Dynasty

MARCH 2019 - PRESENT

- Model and texture both high-resolution 3D sculpts and final low polygon game assets
- Iterate on game assets with production artists via prototyping and group critiques
- Assist with Tech Art and Engineering in planning and implementing art pipeline

Outlaw Hue, LLC – Freelance Character Artist

Clients | Exiled Republic, Symphonia, Brand Imports, GameMazing LLC, Calliope Magazine

2014 - PRESENT

- Create characters from direction or established designs
- Create 3D models for game, film, and print
- Engage in critical review and feedback on all art projects

King Show Games, Minneapolis, MN – 2D/3D Generalist

Fish On | Multiple Unannounced Projects

2016- 2018

- Defined the most optimal process for game projects with art director and manager
- Developed all assets of games in pre-production, production, and post-production
- Designed and developed new game concepts with a multi-discipline team
- Reviewed games at various milestones to ensure eye-catching graphics and game performance are implemented as designed
- Vetted trending software for usability with designed pipelines

SKILLS

Illustration | Concept Design
Character Design
Modeling | Texturing
Digital Sculpting
Previsualization development

SOFTWARE

3ds Max | Maya
Quixel Suite | ZBrush
After Effects | Photoshop
3DCoat | xNormal
Unreal Engine | Unity

AWARDS

Microsoft Xbox

Jerry Lawson Grant for Career Development, 2019

EDUCATION

CG Master Academy

Next Gen Character Creation
Hair Creation for Games

International Academy of Design and Technology

Major: 2D/3D Animation