

Ty Ferrell

3D Character Artist | Tennessee, USA

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SUMMARY

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

EXPERIENCE

Outlaw Hue, LLC — Freelance 3D Character Artist

July 2018 - PRESENT

Clients | *Street Smarts VR, Production Crate, PoetCode LLC, Laugh Studio Games, Exiled Republic Studios, Symphonia, Brand Imports, GameMazing LLC, Calliope Magazine*

Projects | *The Dynasty of the Maji (Exp. 2020), Tales of Forgotten Heroes: Alchemist (Exp. 2021), The Black Diamond (Exp. 2021)*

- Create 3D models for game, film, VR, and print from direction or established designs
- Model, UV map, 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
- Engage in critical review and feedback on all art projects to make modifications as needed

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

Fish On! Alaskan King | Multiple Unannounced Projects

2016- 2018

- 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, 2017

Hair Creation for Games, 2018