

Philip Hogg

3D Artist

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PROFILE

- Creative and technically skilled artist with 5 years of industry experience
- Efficient creation of complex environments using trim sheets and modular workflows
- Lighting and optimization techniques in Unity and Unreal Engine 4
- High to low poly modeling of hard-surface and organic objects, rigging, animation
- PBR and hand painted texture creation
- Shader creation, visual scripting, C#, Python
- Proficiency in written and spoken English and French

SOFTWARE

- Unity, Unreal Engine 4
- ZBrush, 3ds Max, Modo (Maya, Blender)
- Photoshop, Substance Painter, Substance Designer

EXPERIENCE

Freelance Digital Artist

March 2018 - present

Clients: Artifact 5, Blue Spirit Studio, Rakoon Studio

- Designed, created and implemented real-time environments and characters for multiple clients
- Implemented mixed-reality applications using Unity

Artifact 5

February 2016 - December 2017

3D Artist, Anamorphine

- Created environment assets and level art within Unity
- Modeled, rigged, and animated in-game characters
- Collaborated with programmers and contributed technical art as needed

Little Guy Games

August 2014 - October 2015

2D/3D Artist, The Last Sky

- Created game ready assets and concept art
- Rigged and animated characters and props
- Created level art, lighting, effects within Unity

EDUCATION

Graduate Certificate, Game Art and Animation

September 2013 - April 2014

Seneca College, Toronto Ontario

- 3D Modeling, Texturing, Animation, Level Design

Bachelor of Fine Arts, Painting and Drawing

September 2010 - April 2013

Concordia University, Montréal Québec

- Painting, Drawing, Art History, Film Studies