

James Lewis
Hard Surface
Seatac, WA 98198
T: (310) 403-1684
Alt: (818) 583-7071

E: james@bionicnrg.com
P: www.bionicnrg.com

Objective:

To obtain a role in a studio as a Hard Surface Artist. I want to leverage SUBD modeling to craft high quality Weapons and Vehicles.

Software:

MayaLT, Substance-Designer, CryEngine V, Unreal-Engine 4, Marmoset Toolbag, Photoshop. Octane Render

Skills:

Physically-Based-Rendering
Hard Surface Modeling
HLSL

Education:

Cal. State Univ. Northridge
Northridge, CA
12/2014 - B.A. Art

Projects: Unnannounced Project 2/2018 - 3/2018
GoDemics, Austin, TX
Art Intern

- Optimized Assets for use in VR. Unwrapped UV's on lopoly assets and then created Lightmap UV's for use in Unreal Engine 4 for VR project.

Vittra 2/2016 - 3/2016

- Project for game jam. Authored master material. Setup source control with perforce. Worked with team of 4 to design levels and author textures.

Work Experience:

Corporate IT Engineer, Assurance 11/2018 - present
Seattle, WA
-Tier 2 support for Information security division

Analyst, Covestic 2/2017 - 5/2018
Redmond, WA
-Tier 2 support for Information security division

Engineer, Mindtree 3/2016 - 5/2017
Redmond, WA
-Tier 1 Support for Cloud enterprise system

Deskside Support, Charter Global 8/2015 - 3/2016
Redmond, WA
-Tier 1 Helpdesk support

Environment Artist, Chronos VR 8/2015 - 1/2016
Seattle, WA
-Built environment using Maya for use in Unreal Engine 4 for VR demo.