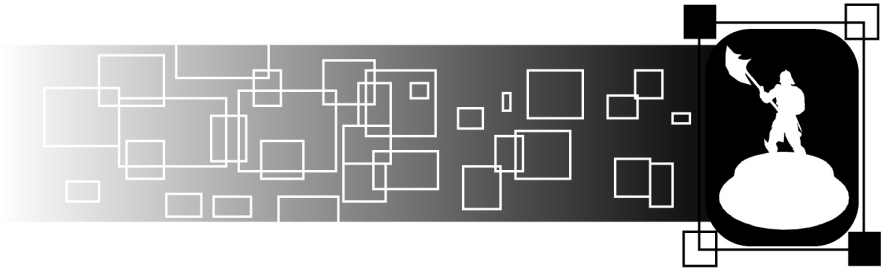


CLIFTON HILL

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OBJECTIVE: 3D Artist with room for growth in a creative, dynamic team where I can contribute my vision and hardworking ethic.

EDUCATION

The Art Institute of California - San Francisco

AS degree in Computer Animation, March 2001

-Course work includes: Figure drawing, 2D/3D animation, Graphic Design, Sound Design

SKILLS

- Modeling - experienced in spline, box modeling, edge extrusion, etc.
- Texturing - including normal map creation within Photoshop using NVIDIA normal map generation filter, UV layout/editing including the pelt map feature
- Rigging - familiar with vertex weighting/painting and envelope adjustments in physique & skin modifier
- Animating - familiar with biped in character studio, and some use of regular bones
- Software/Web: 3DS Max, Z-Brush, MudBox, Photoshop, Painter, Premiere, After Effects, Illustrator, Sound Forge XP, Flash, Dreamweaver, HTML, some CSS, MS Office, etc.
- Heavy experience with PC's since DOS 5.0 including: Windows 3.1/95/98/NT/2000/XP/Vista, and Mac OS
- Excellent communicator
- Creative problem solver
- Team Player/Motivator - good at giving and receiving constructive feedback

PROFESSIONAL EXPERIENCE IN ART

- Wild Pockets (Sim Ops Studios): Game Art Intern - SF, CA* 05/2009 - 08/2009
-Produce art assets for Wild Pockets browser-based engine and test functionality for I-Copter game.
- ASAP Games: Game Tester - Los Angeles, CA* 04/2009 - 05/2009
-Evaluate game and find bugs, create report of findings. Worked on Facebook - Fast & Furious, Pool Club
- Unnamed individual: Illustrator - San Mateo, CA* 09/2008 - 06/2009
-Illustrations and logo design for young child's organic food product
- [Syndika:Zero]: Designer - Citrus Heights, CA* 02/2008 - 02/2008
-CD Cover layout and design for Industrial/IDM/Electro Band
- Unnamed individual: Digital Painter - Concord, CA* 10/2004 - 12/2004
-Commissioned portrait done in Photoshop
- Superscape: 3D Artist - Santa Clara, CA* 05/2001 - 06/2001
-Low and high poly modeling, texturing, rigging, animating using 3DS Max
- Intern at SEGA: 3D Artist - San Francisco, CA* 09/2000 - 11/2000
-Texturing, modeling, animating for the game 10Six using 3DS Max and Photoshop
- Other:
- Wild Pockets Bay Area Game Jam 2009 participant - Mountain View, CA* 04/2009 - 04/2009
-Built low-poly 3D models in 24 hours for the game Brains! on Wild Pockets engine.