

310.283.1338 [elvis3d@gmail.com](mailto:elvis3d@gmail.com) <http://elvis3d.artstation.com>  
<https://www.linkedin.com/in/elvis3d>

## SKILLS & SPECIALTIES

---

- Maya
- Z-Brush
- Adobe Photoshop
- Unity
- Low Poly modeling
- Mental Ray
- Architectural Modeling

## PROFESSIONAL EXPERIENCE

---

**PierPlay**, Culver City Ca

07/2017 - 06/2018

Senior 3D Artist

**Unannounced Game** (iOS, Android)

- Model environments
- Model props/ UI elements
- Assist in environment design
- work with outsourcing partners

Programs Used: Maya, Photoshop

**Code Spark**, Pasadena Ca

03/2017 - 05/2017

3D Artist

**Code Spark Academy with the Foo's** (iOS, Android)

- Model/Texture 3d Low poly Characters
- Model/Texture 3d Character accessories and props

Programs Used: Maya, Photoshop

310.283.1338 elvis3d@gmail.com <http://elvis3d.artstation.com>  
<https://www.linkedin.com/in/elvis3d>

**Disney Interactive**, Glendale Ca

05/2011 - 09/2016

3D Environment Artist

**Disney Inside Out Thought Bubbles** (iOS, Android)

- creation of 3d maps
- assist in creation of base particle FX
- conceptualize game mechanics model and texture
- Textured props approved by Disney Pixar to support branding of game app

Programs Used: Unity Engine, Maya, Photoshop

**Disney Mix** (iOS, Android)

- Low Poly Modeling
- Light Environment
- Texture characters, props and environments
- Base rigging for an animated feature in game called "gags"
- Help conceptualize and facilitate game play within messaging feeds

Programs Used: Unity Engine, Maya, Photoshop

**Disney Club Penguin: My Penguin**,(iOS, Android)

- Transition 2D online game assets to 3D mobile game assets
- Low Poly Modeling
- Texture characters, props and costumes
- Use proprietary render engine to create cell shade shaders

Programs Used: Maya, Photoshop, proprietary render engine

**Disney Color and Paint**,(iOS, Android)

- Low Poly Modeling
- Texture characters and props

Programs Used: Maya, Photoshop

**Naked Sky Entertainment**, Los Angeles Ca

04/2011 - 09/2011

3D Environment Artist

**Hasbro Twister Mania** (Xbox360 Kinect)

- Model and texture assets for environments
- Build 3D environments
- Create Shaders in Proprietary game engine
- Contributed to the design of environments
- Utilize in house proprietary game engine

Programs Used: 3D Max, Photoshop, proprietary In house game Engine, Z-Brush

310.283.1338 [elvis3d@gmail.com](mailto:elvis3d@gmail.com) <http://elvis3d.artstation.com>  
<https://www.linkedin.com/in/elvis3d>

**Interfuel Interactive Agency**, Ventura Ca

02/2010 - 04/2011

3D Environment Artist

**Hasbro BayBlade battles** (online)

- Model and texture assets for environments
- Build 3D environments
- Light Environments
- Composite 3D renders with 2d Backgrounds and effects

Programs Used: 3D Max, Photoshop, Mental Ray

**Collision Studios** Los Angeles Ca

01/2010 - 01/2010

3D Environment Artist

**Mathews Bow Hunting** (Nintendo Wii)

- 3D low poly game environment assets (foliage, trees, rocks)

Programs Used: 3D Max, Photoshop

**Disney Imagineering R&D**, Glendale Ca

04/2008 - 09/2009

3D Artist Lead Modeler

- Model environments
- Texture environment and props
- Model high poly and low poly characters
- Assist environment design and game props
- Managed environment lighting
- 3D concept designs

Programs Used: 3D Max, Photoshop, Mental Ray

**Lee, Mundwiler Architects** Santa Monica Ca

03/2007 - 02/2008

3D Artist Modeler

- Model Custom homes and concept design buildings from blueprint elevations
- Produce High resolution renders and previsualization animatics

Programs Used: 3D Max, Photoshop, Mental Ray

310.283.1338 [elvis3d@gmail.com](mailto:elvis3d@gmail.com) <http://elvis3d.artstation.com>  
<https://www.linkedin.com/in/elvis3d>

## EDUCATION

---

- Art Institute of Los Angeles**, Santa Monica, CA 2008
- Bachelors of Science in Media Arts and Animation
  - President's Honor Roll and Dean's Honor roll
- Front Range Community College**, Denver, CO 2000
- Certificate of Automotive technology

## PUBLICATIONS

---

- Introducing Maya 2008 Derakhshani Dariush
- Indianapolis: Wiley Publishing Inc. 2008 - contributor