

JAMES ERIC HILL

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OBJECTIVE

To obtain a position as an artist in a fast past environment utilizing my artist and technical skills

SKILLS

Maya, 3ds Max, Xsi, UE3, SpeedTree CAD, Mental Ray, Vray, Zbrush, Photoshop, InDesign, After Effects, Final Cut Pro, Flash, Dreamweaver, Mac and Windows OS

3D Modeling, Procedural/Bitmap Texturing, Lighting, Render Optimization, Dynamic Simulation, Troubleshooting

PRODUCTION EXPERIENCE

Unannounced Project - Platforms - Xbox360, PS3, PC **07/2009 - Current**

- Currently creating in game art, particle FX, and UE3 materials

Capcom's "Dark Void" - Platforms - Xbox360, PS3, PC **01/2008 - 07/2009**

- Modeled a variety of assets from proxies to polished in-game art
- Created foliage using IDV Speed Tree, Zbrush
- Level layout and prop placement

WORK EXPERIENCE

Effects Artist – Airtight Games **06/2010 - Current**

- Creating in game FX used on main player, enemies, and environments
- Creating textures and unreal materials to be used in cascade particle systems
- Optimizing shaders and FX

Environment Artist – Airtight Games **01/2008 - 03/2010**

- Modeling and baking down high poly objects in Maya, Xsi, and Zbrush
- Creating textures in Photoshop and Zbrush
- Creating complex shaders in UE3

Creative Artist(Freelance) – Speedshape, MI **08/2007 - 09/2007**

- Use of 3ds Max and Vray to light and render high poly automotive models
- Creating/Manipulating vray shaders

Loan Rep – The Golden 1 Credit Union **06/2002 - 09/2006**

- Assisted members from start to completion with new accounts, personal auto loans, and second deed mortgages
- Compiled DMV Registration paper work and Submitted to DMV

EDUCATION

Art Institute of California, San Francisco **04/2004 – 03/2007**

Bachelor of Science in Media Arts and Animation

Schiller International University, Strasbourg, France **09/2006 - 12/2006**

Studies in Art History, European History, and European Culture