



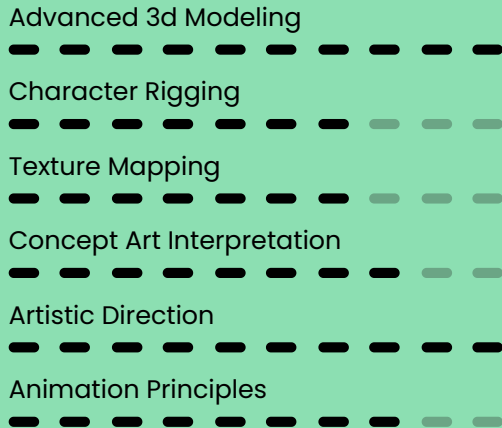
AMELIA MOORE

Character Artist

✉ support@qwikresume.com ☎ (123) 456 7899 📍 Los Angeles

🌐 www.qwikresume.com

SKILLS



INTERESTS

- ★ Surfing
- 🥋 Martial Arts
- 👥 Community Service
- 📝 Blogging

STRENGTHS



LANGUAGES



ACHIEVEMENTS

- ★ Developed a streamlined pipeline for character asset production, reducing turnaround time by 20%.
- ★ Contributed to the creation of over 30 unique character models for various game projects.

PROFESSIONAL SUMMARY

Creative Character Artist with two years of experience dedicated to designing and sculpting high-quality 3D models for games. Skilled in turning artistic concepts into immersive characters, collaborating with teams to ensure a seamless integration of art and functionality. Eager to contribute innovative techniques to elevate character design and enhance player experiences.

WORK EXPERIENCE

Character Artist

📅 Apr / 2024-Ongoing

Pineapple Enterprises

📍 Santa Monica, CA

1. Created high-quality character models and textures utilizing ZBrush and Maya.
2. Collaborated with the engineering team to optimize character assets for performance in-game.
3. Developed tools to automate repetitive tasks, enhancing workflow efficiency.
4. Contributed to character rigging and skinning processes to ensure fluid animation.
5. Participated in cross-disciplinary meetings to align artistic vision with game mechanics.
6. Provided constructive feedback on character designs to peers, fostering a collaborative environment.
7. Documented best practices for asset production to streamline future projects.

Character Artist

📅 Apr / 2023-Apr / 2024

Cactus Creek Solutions

📍 Phoenix, AZ

1. Designed and built diverse character assets and props for various game genres.
2. Sculpted and modeled high-poly character assets while ensuring adherence to concept art.
3. Created clean, low-resolution game topology, UV maps, and textures.
4. Implemented skinning and unique material setups for game assets.
5. Contributed ideas to enhance character design, pushing creative boundaries.
6. Worked closely with the art team to maintain visual consistency across all assets.

EDUCATION

Bachelor of Fine Arts in Game Design

📅 Apr / 2022 - Apr / 2023

Art Institute of California

📍 Phoenix, AZ

Focused on 3D modeling, character design, and animation techniques applicable to game development.