

Amanda Chavez

3D Generalist- amandachavez.com

Palo Alto, CA

amandachavez3d@gmail.com

Be the best 3D Artist I can be to teach others in the future.

Willing to relocate to: Palo Alto, CA - San Francisco, CA - San Jose, CA

Authorized to work in the US for any employer

WORK EXPERIENCE

Environment Artist

Sledgehammer Games - Foster City, CA - April 2017 to Present

- I am currently work with Environment leads , senior character artist and UI team creating assets and environments and helping character artist with outsourcing.

- Currently focusing on props for storytelling and cinematic's for trailers.

Smite-Character Artist and Environment Artist

Hi Rez studios - Alpharetta, GA - July 2014 to September 2016

- I've worked closely with the Rigging Department and Lead Character Modeler to achieve outsourcing quality assurance for in game experience. Which involved having a deep understanding and knowledge of character material pipeline in game in Unreal.

- Created Costume Character content skins and recolor skins for the game.

Character Modeler and Environment Modeler

Double helix game studios - Irvine, CA - October 2012 to December 2014

Created Costume DLC. I worked closely with Art Director, Rigging Department, Lead Character Modeler and Environment Team.

- Modeled back ground creatures, props, organic and hard surface environment sections for most of the fighting stages of season one.

Associate Character Artist-Defiance MMO

Double helix game studios - Irvine, CA - October 2012 to December 2012

Created 2 Characters while organizing other character artists LOD and including LOD if not provided.

- Worked many weapon texture variations.

EDUCATION

Bachelor of Science in Art

The Art institute of California - Santa Monica, CA

June 2009 to June 2012

SKILLS

3D Studio Max (6 years), unreal 4 (4 years), Photoshop (6 years), xnormal (5 years), zbrush (7 years), Maya (4 years), Substance Painter (3 years), Radiant (Less than 1 year)

LINKS

<http://amandachavez.com>

ADDITIONAL INFORMATION

Skills:

- Zbrush • TopoGun • Unity
- Maya • Crazy Bump • UDK Unreal
- 3Ds Max • Photoshop • Basic Rigging/Skinning