

Amanda Chavez

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Summary: Excellent knowledge in 3D modeling, sculpting, and texturing while having a great eye for silhouettes and movement.

Shipped Titles:

Project: **SMITE (PC/Xbox One exclusive)**

Dates: [May 2016 – August 2016]

[Character Modeler]

- 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.

Project: **PALADANS (PC/Xbox One exclusive)**

Dates: [June 2015 – May 2016]

[Environment Artist]

- working with Core team to push over all look.
- Created Landscape in game with Tech Artist for Performance, helped with some world building while vertex painting in game to blend and transition in the props and foliage for overall visual quality.

Project: **SMITE (PC/Xbox One exclusive)**

Dates: [July 2014 – June 2016]

[Character Modeler and Environment Modeler]

- Working with Tech Artist. Rigging Department to make distractible towers and other mechanics possible in game.
- Modeled Hero type props/sculpts, while managing outsourcing and some in house props.

Project: **Killer Instinct (Xbox One exclusive)**

Dates: [December 2012 – March 2014]

[Associate Character Modeler and Environment Modeler]

- Created Costume downloadable content. 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.

Project: **Defiance MMO (PC/Xbox360/PS3)**

Dates: [October 2012 - December 2012]

[Associate Character Artist]

- Created 2 Characters while organizing other character artists LOD and including LOD if not provided.
- Worked many weapon texture variations.

Educational :

The Art institute of California - LA, Santa Monica, CA

[Degree obtained Game Art & Design Bachelor of Science]

[Summer 2009 - Summer 2012]

Skills:

- Zbrush
- Maya
- 3Ds Max
- TopoGun
- Crazy Bump
- Photoshop
- Unity
- UDK Unreal/UE4
- Basic Rigging/Skinning