 **Morris Smith**

character & Item Artist

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**Objective**

I am looking to fulfill my dreams of being an international game artist while working here at

Tayutau. While working here I could assist you in creating low poly and high poly character models for mobile, online and console use. Also I can assist in making environment props as well .

**Software Proficiencies**

Maya,Zbrush,Photoshop,XNormal,Marmoset,Crazybump,Substance Designer,Substance Painter, Unity, After Effects

**Skills**

Character Concepts,High Poly Modeling,

Low Poly Modeling,Hand Painted Texturing,Logo Design, Special Effects

**Education**

Alfred State (2005-2006)

The Art Institute of Pittsburgh (2007-2010) (Bachelor’s of Science)

**Professional Experience**

DICO (May 2014--October 2014) While working for this outsourcing company I created low poly monsters and characters to be used for mobile games for the Japanese market. More specifically I worked on a mobile title called

“Death Ball” I was working remote however the team size was about 12 people,.

Software used: Maya, photoshop, unity, zbrush, xnormal

Kuma Games (April 2014) Generalist- While at this mobile game studio I produced many low poly characters and items to be used for an episodic military game marketed to a middle eastern market. I mostly sculpted things in zbrush here though. While here I worked on the title “Waddah al Nimer”

The studio size was around fifty people. I worked in Unity while here.

Software used: Maya, unity, zbrush, xnormal,photoshop

Kore L.C.C. (December 2011- May 2012) Remote artist - While working at this remote studio I modeled cartoonish characters in maya to be used in a casino game in a North Carolina parlor.

I worked here with a team of six people

Software used: Maya, zbrush, xnormal,photoshop

8 Hats High Media and Production (April 2011-April 2012) VFX artist-Modeling, texturing, and compositing intellectual property to be used in commercials and tv shows. While there I did visual effects on a commercial for a new local hospital, as well as a effects for a “United Way” commercial, a couple of special effects for a television show that wasn’t released and a few promotions for local pharmacies.

The team size of this studio was six people in total.

Software used: Maya, adobe after effects, zbrush,,photoshop,

Grimey Nation- While here I was commissioned to created logos advertising a skateboarding company using my 3D toolset (2010)

I worked alone for this project.

Software used: Maya, adobe after,photoshop,

Immersive- I worked as a remote artist and produced many 3D assets such as chairs and buildings to be used in commercials later on (2010)

I worked with a team of five people.

Software used: Maya, adobe after effects, zbrush, xnormal,photoshop,