

Conrad Garcia

3 D A r t i s t

Conrad@ConradGarcia.com

www.ConradGarcia.com

(8 1 8) 8 2 3 6 1 9 9

Experience

Laurus College

Sep. 2016 – Present

3D Animation Instructor

Hybrid Online Teaching

- Mentor and educate 3D game artists, animators and visual effects artists
- Design and create course documentation and class materials
- Maintain collaborative relationship remotely with staff and students

Freelance 3D Game Artist

Apr. 2018 – Jun 2018

- Created shaders and workflow documentation for *Unannounced Title*

Freelance 3D Game Artist

Jun. 2016 – Jan. 2017

- Created high quality 3D props and modular building kits for *Cogflicts*

Red 5 Studios

Oct. 2015 – Feb. 2016

3D Modeler

PC/Console

- Created high quality optimized game assets for sci fi MMO *Firefall*
- Other responsibilities include kitbashing, model swaps, and texture reskins
- Collaborated with concept, world building and design teams

Naked Sky Entertainment

Oct. 2012 – Sept. 2015

Art Director & 3D Artist

Mobile

- Created concepts and promotional art for *Max Axe* and *Scrap Force*
- Mentored art team in art styles, efficient asset workflows, and engine pipeline
- Created environments, props, characters, shaders, and vfx for shipped titles

Freelance 3D Game Artist

June 2011 – May 2012

- Create levels, environment art and kitbash modular aircrafts for *BulletHell*

Freelance 3D Game Artist

May 2010 – Dec. 2010

- Create high quality props and environment art for *Victim: Fear the Light*

Skills

High Poly

PBR

Shaders

Low Poly

Hand Painted

Modularity

Software

3DS Max

Photoshop

Unreal 4

Zbrush

Maya

Substance Painter

Unity

xNormal

Education

BS in Game Art and Design at The Art Institute of California