www.misaki3d.com

503-309-7770

Kenmore, WA

**Technical Skills**

* **Autodesk Maya**
	+ Modeling, texturing, rigging, MEL scripting.
* **Autodesk 3ds Max**
	+ Modeling, texturing, rigging.
* **PBR Texture/Material Pipelines**
* **Pixologic Zbrush**
* **Adobe Photoshop**
* **Substance Painter**
* **Unreal Engine 3, 4, Unity**
* **Other Proprietary Engines**

**Experience**

* Aug 2018-Present **Lakshya Digital/Keywords Studios** Redmond, WA

***Outsource Artist***

* + Asset task setup, pre-production, polish, and integration of outsourced assets into multiple studio pipelines across different titles.
	+ Maintaining good communication between client and outsource teams.
	+ Evaluation and critique of incoming outsourced assets.
* April 2015-April 2018 **Turn 10 Studios/Microsoft** Redmond, WA

***Car Artist***

* + Polish on car assets in game including remodeling, retexturing, animation setup, and shader/material setups.
	+ Communication with multiple teams for asset specifications and licensing requirements.
	+ Engine integration setup of outsourced assets.
	+ QA test passes on newly submitted outsourced assets.
* Sept 2012-April 2014 **Zombie Studios** Seattle, WA

***Environment Artist***

* + Creation, rigging, and implementation of new environment, weapon, and vehicle assets from concept.
	+ Unreal engine 3, 4, and Unity integration, shader work, and world placement.
	+ Updating of assets for current and next generation fidelity.
* Nov 2010-July 2012 **Monolith Productions/WB Games** Kirkland, WA

***Associate Character Artist***

* + Evaluation, cleanup, rigging, and weighting of outsourced character and weapon assets.
	+ Assisting lines of communication between the art team and outsourcers.
	+ Modification of assets for uniformity and functionality.
	+ Creation and implementation of new character art assets from concept.
	+ Memory management and pipeline cleanup.
* Apr 2009-Present **3D Freelance Artist**  Kenmore, WA

***3D Modeler & Texture Artist***

* + Contracted to model components of Columbia Sportswear shoes.
	+ Contracted to model and texture numerous random objects for Doppstadt.
	+ Rigging and weight painting for characters and objects for multiple clients.

**Education**

* 2006-2010 **The Art Institute of Portland** Portland, OR
	+ Bachelor of Fine Arts, Game Art & Design.
	+ Concentration: Technical Direction/Rigging and 3D Modeling.