

Blake Chaffin

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OBJECTIVE

To obtain an entry-level position as a 3D modeler, texture artist or environment artist

SKILLS

- Expert in Photoshop and Maya creating low and high poly models with detailed textures
- Proficient in Unreal Editor and 3ds Max
- Skilled in After Effects, Life Drawing, User Interface and Story Writing
- Skilled in creating realistic models and environments using several techniques

EDUCATION

The Art Institute of California—San Francisco
Bachelor of Science, Game Art and Design
March 2007 Graduated with Honors, Clubs: Honor Society and True Colors

EXPERIENCE

- Self Employed November 2007- Present
Title: 3D Artist
Create 3d Objects to fit within a given art style based upon fellow artists
Creation of environment based on concept art and writing created by fellow project members
Maintain work schedule to achieve the fastest completion date
Work with other team members in different states to complete an Independent Game
- AbsolutelyNew August 2007- October 2007
Title: 3D Artist, Contract
Created 3D art based upon diagrams and Patent papers to create a virtual model of a commercial products, using Alias: Maya
Used 3D models to create animation which was later used in selling presentations
Created and maintained own time schedule to successfully finish a project quickly and with high quality
- “Church of Dagon” October 2006 – March 2007
Title: Modeler, Texture Artist and Effects, 5 person team
Collaborated in a student production to create a level for the Unreal Engine
Created realistic models and textures for a Celtic church that has been altered by a cult
Creation of multi-shaders in the Unreal engine to add grunge and shiny
- “Brimstone Alley” April 2006 - September 2006
Title: Group Leader, Lead Artist, 3 person team
Lead a student production to create a level based in 1920’s dock in hell
Designed level lighting, effects and layout to create an eerie atmosphere
Modeled and textured environment props for facades and street objects with a realistic feel and the characteristics of hell