



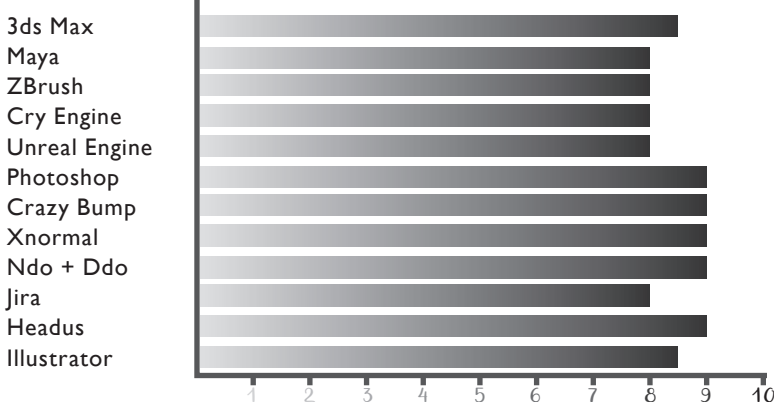
CAREER OBJECTIVE

As a creative creature, I strongly value the importance of being in a team environment where collaboration promotes new ideas, inspiration is abundance, and challenges spark my desire to learn more with the end goal of creating pure stunning visuals. I would also like to share my knowledge, learn from others, and simply strive to be a better artist each and everyday.

KEY SKILLS

- Extensive experience in object creations of all types and sizes, from buildings, props, vehicles, vegetations, organic creatures, modular assets and in game prefabs incorporating high to low poly method and ZBrush sculpting.
Skilled in texture creations, both from photo-sourced and hand-painted.
Multi-faceted disciplines including world building, terrain painting, asset optimization, collisions, LODs, and look development.
Experienced in adapting to various different artistic styles, from realistic to stylized.
Involved in full-cycle development: from pre-pro, R&D, full production, optimization, and completion.
Attuned to utilizing 3rd party software such as Headus, Ndo/Ddo, Xnormal, CrazyBump, and other available Max Scripts to aid in speeding up production process.
Familiar with methods of re-using assets and refurbish them to look like new.
Work directly with the Art Director to communicate the visual target and set the quality benchmark to the rest of the environment team.
Motivated to help other team members if needed whenever there's a downtime bandwidth on my part.
Highly focused in high-pressured environment and always meet deliverables on time, on budget, and on quality.
Possess the aptitude in continuing to learn new materials to add onto current skills outside of work hours.
Experienced in mentoring students and interns.

SOFTWARE EXPERIENCE



EMPLOYMENT HISTORY

SENIOR ENVIRONMENT ARTIST 2008 - Present Piranha Games, Vancouver BC

Working directly with the Art Director, I was responsible in making sure that all environment assets reflect the visual targets set upon at the briefing stage. I would often give my input as far as scope goes, some additional art ideas, and time required to complete the art pass.

Among my main tasks are: modelling and texturing, collisions and LOD creations, world building and terrain painting, asset optimization, bug fixing and look development.

Worked on titles such as:

- Mech Warrior Online (present)
Transverse (cancelled)
Borderlands 2
Duke Nukem Forever
Transformers: Revenge of the Fallen

I was also the recipient of The Peak Performer award in November 2014 and June 2015.

FREELANCE GRAPHIC DESIGNER 2013 - Present

J.P. McLean - Author of The Gift Legacy Novel cover art, business cards, E-book boxed set cover

Great North Paper Company Logo, business cards, Packaging artwork

DIRECTOR/CO-OWNER 2013 - Present Belvis Food, Inc., Vancouver BC

I started a family-owned and operated Nori Casual Japanese Restaurant from the ground up. I'm responsible for handling all the business administration and financial matters, as well as created all graphics-related work as needed.

ARCHITECTURAL VISUALIZATION INSTRUCTOR 2012 Actimage Centre for Digital Arts and Media Vancouver BC

I helped teach the first set of architectural visualization students how to model using 3ds Max Design for the newly created school. I created a curriculum that is easy to follow and slowly guided the students from the basics all the way to a finished interior set ready for their next course, lighting and rendering.



**EDUCATION + INDUSTRY EVENTS**

- ▼ **SIGGRAPH** **2010 + 2014**  
Vancouver, BC
- ▼ **3D ANIMATION AND VISUAL EFFECTS** **2007**  
Vancouver Film School, Vancouver, BC  
The Art Institute of Vancouver, Burnaby, BC
- ▼ **GAME DEVELOPMENT FOR TEENS WORKSHOP** **2004**  
Electronic Arts Scholarship Program with Arts Umbrella  
Vancouver, BC
- ▼ **ACTING FOR TEENS WORKSHOP** **2004**  
John Casablancas International  
Vancouver, BC

**INTEREST**

- Film
- Games
- Photography
- Graphic Design
- Architecture and Interior Design

**REFERENCES**

Available upon request

*Thank You*

*For taking the time to review my resume*

For samples of my work, please visit my online portfolio at:

**WWW.VIONAHALIM.COM**