

Jimmy Barnett - 3D Modeler

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Objective:

To obtain a position creating 3D art with a development studio that will utilize my current skill set as well as provide an environment for me to continue learning and growing as an artist.

Skills:

High/Low-Poly Modeling and UV Creation
High-Poly Sculpting
Texture Creation
Unreal 3 Engine (Kismet, PhAT, Lighting, Materials and Assets)

Applications:

Proficient:

Maya
3D Studio Max
Mudbox
Photoshop
Unreal 3 Engine

Related Experience:

Shade VFX, Fall 2009

-Modeled environments for HP Computers TV spot

Electronic Arts, Professional Production Practices, Winter 2009

-Modeled and textured assets for possible in-game use
-Utilized professional workflow and practice

Talus, Winter 2009

-Team project to create a mod using the unreal 3 engine
-Modeled and textured environment assets

Honors/Awards:

"Talus", Best FPS Mod, Phase 3 Honorable Mention, Make Something Unreal Contest, 2009

"Talus", Environment and Level Design Category Winner, Entelechy 2009, Game Developers Exchange

"Cathedral", Featured on Savannah College of Art and Design Website, Winter 2009

Education:

Bachelor of Fine Arts in Interactive Design & Game Development
Savannah College of Art and Design, 2009