

# Paul Tanompong

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## Objective

To find a permanent position as a 3D artist at a great developing company.

## SKILLS

3DS Max	ZBrush	Illustrator	Unreal Engine 3
Maya	Photoshop	After Effects	Flash

## PROFESSIONAL EXPERIENCE

### **3D Character Artist EA, Redwood Shores, CA 2008 - 2011**

#### ***Sims Medieval (PC)***

- ♦ I modeled characters and create UVs in Maya. Sculpted details using Zbrush. Created normal maps from Zbrush then hand painted the textures for clothing and hairs in Photoshop. Import and set everything up so that it'll be ready for players to customize in game.

#### ***Sims 3 (PC) Sims 3 Expansion Pack (PC)***

- ♦ As a texture artist, I create and implement tile-able textures and patterns making sure that they work with all objects and props. In a team of 4, we created over 350 textures for very props within a short period of time using Photoshop.

#### ***MySims (PC) / MySims Kingdom (Wii) / MySims Agent (Wii)***

- ♦ I modeled characters and environments. Created UVs in Maya, then painted textures for environment pieces, clothing, and hair. Set characters up with a rig and weights. Import meshes into the game engine and set up for in game review.

### **3D UI & VFX Artist Big Tree Games, San Mateo, CA 2009 - Contractor 5 months**

#### ***Demon Born(PC) - Cancelled***

- ♦ Created effects and UI. Method includes creations of 2D and 3D assets for in game effects and user interface. Worked directly with art director going over ideas and objectives. Manage day to day tasks and work with engineers to come up with new ideas for VFX generators.

### **3D Artist Seven Studios, Los Angeles, CA 2005 – 2008**

#### ***Survival Simulation (PS3) - Cancelled***

- ♦ Created UI for a PS3 survival game. I come up with concepts for the UI and crate basic layout in Photoshop. I then re-create it in 3DS Max. I set them up with bones then tag them so that engineers can control it through code.

#### ***Sopranos & Pirates of the Caribbean (PS2)***

- ♦ Low poly modeling and texturing for Sopranos and Pirates. Created animation states for breakable and interactive objects and environment set pieces. Created art and animation for HUD and UI on Pirates.

#### ***Fantastic Four II (PS3, PS2, Wii, DS)***

- ♦ Low poly modeling and texturing for characters and environments. VFX creations such as fire, smoke, dust, sparks, lasers, etc...using Photoshop and our in-house effects editor. Create 2D sprites for characters and environment for DS version.

#### ***Napoleon Dynamite (Nintendo DS, PSP)***

- ♦ Create 2D art assets in Photoshop and apply to hand animated planes. Responsible for creation of entire mini-games. Work with designers and engineers to ensure that each mini-games work.

## EDUCATION

**Platt College, Alhambra, CA**

- ♦ BA : 3D Arts & Animation
- ♦ AA: Visual Communications