

James Tragesser

Cleared 3d Graphic Artist

Portfolio: <http://jamestragesser.com>
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Phone: (412)-430-2532
Location: Orlando, FL

TECHNICAL SKILLS:

- High poly modeling & normal map creation
- Low poly modeling & optimizing
- UVW unwrapping
- Texturing & Poly painting
- Lighting & Shader creation
- Rigging and Skinning for animation
- Keyframe, skeletal and morph target animation
- Map Entity creation

SOFTWARE PROFICIENCY:

- Autodesk 3D Studio Max
- Adobe Photoshop
- CryEngine 3
- Pixologic Zbrush
- Topogun
- xNormal
- Unity 4
- Adobe Flash

EXPERIENCE:

3d Graphic Artist at October Games *(Contract)*

(Jan 2012 - June 2013)

- Created static 3d game assets for Unity 4 using 3D Studio Max.
- Created character model for Unity 4.
- Created Diffuse, Specular, Ambient occlusion and normal maps using Zbrush.
- UVW unwrapping.
- Unity 4 asset optimization for fast real time rendering.

3d Graphic Artist at Engineering & Computer Simulations *(Contract)*

(Jul 2009 - Jan 2012)

- Designing, modeling, UVing, texturing, animating, scripting and placing levels/props/effects as game objects within CryEngine3.
- Imported Lidar point cloud data for positioning and asset creation.
- Entity programming for CryEngine3.
- Avatar creation and setup for CryEngine3.
- Texturing & Poly painting from photographs.

3d Graphic Artist at US Navy NAWCTSD *(Contract)*

(Sep 2007 - Jan 2009)

- Designed 3d world for thin client trainer.
- Import and create new 3d content for 3d scenes.
- Experimented with game engines for training purposes.
- Managed Serious Games Showcase and Challenge at I/ITSEC convention.

3d Graphic Arts Instructor at IADT

(Jan 2006 - July 2007)

- Instructed students in applications such as, 3d Studio Max, Photoshop and Flash.
- Instructed students in the technical aspects of the fine arts such as, the point of view and color theory.
- Instructed students in the fundamentals of 3d character rigging and animation.

EDUCATION:

Bachelor of Arts Degree in 3D Art / Game Design - Salve Regina University, Newport, RI

(May 2005)

3d Studio Max certification - Brainbench.com

(Jan 2006)

CryEngine3 training - Real Time Immersive, Orlando, FL

(Oct 2009 & Apr 2010)

Eat 3D Training DVDs - Eat 3D

(Aug 2012)