

## James O'Brien

1065 Mount Royal Dr, Kalamazoo, MI 49009  
(231) 357-5720 / james.obrien7895@gmail.com  
View my portfolio at <http://www.obrien3d.com/>

### EDUCATION

Ferris State University, Grand Rapids, MI August 2013  
*Bachelor of Applied Science – Digital Animation and Game Design*

North Western Michigan College, Traverse City, MI May 2011  
*Associates in Science and Arts*

### TECHNOLOGY/ SPECIAL SKILLS

#### *Software:*

3D Studio Max, Maya, Zbrush, K2 Engine, Unity, Perforce, Jira, Confluence, XNormal, Crazy Bump, 3D Coat, Flash Microsoft office: Word, Excel, Powerpoint

#### *Specialized skills:*

In game VFX creation, character sculpting/modeling/texturing, and communication in terms of giving/receiving critique, managing multiple projects with multiple teams simultaneously, and working with everyone on the team as early in the process as possible to make sure issues are solved before production begins

### EMPLOYMENT

3D Artist Reset Studio, Kalamazoo, MI March 2016-Present  
Responsible for: Creating 2D art assets for mobile games as well as 3D assets for AR games.

3D Artist 1 - Frostburn Studios, Kalamazoo, MI June 2014-March 2016  
Responsible for: Reviewing outsourced content and providing feedback for corrections as well as touching up various assets as needed; creating in game visual effects for various assets, and reviewing characters/props early in the process to mitigate problems

Technical Artist - S2 Games, Kalamazoo, MI December 2013-June 2014  
Responsible for: Importing exporting characters, retouching animations, creating visual effects for characters, occasionally creating characters for use in game, creating textures to specifically work with shaders in the K2 engine

3d Modeler/Animator – The Geek Group, Grand Rapids, MI May 2013-September 2013  
Created 3d models, animations, compositions, and visualizations as requested by clients of The Geek Group

### REFERENCES

Available Upon Request