

GARETH LEWIN

3D ARTIST

Vancouver, BC
Canada

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www.glewindesign.com

SOFTWARE

FOCUS

Maya
Zbrush
Substance Painter
Photoshop
Unreal Engine 4

KNOWLEDGABLE

Substance Designer
Substance B2M
Unity
Illustrator
PhysX
Microsoft Suite

SKILLS

Hard Surface Modeling
Functional Weapons Design
Modular Environments
PBR texturing
Procedural Texturing
Organic Character Creation
Concept Art
UI Design
Lighting
Composition

EXPERIENCE

Vancouver Film School - Game Design

3D Artist

Final Project "Novus Imperium" (UE4, Maya, Zbrush, Substance, Photoshop)

Art Direction and Concept Artist Collaboration
Weapon Design - Function and Aesthetic
Hard Surface Weapon Modeling and Animation
Character Sub-D Modelling
Armor Extraction and Retopo
Environmental Whitebox Conversion
Environmental Sculptures and High to Low Baking
PBR Texture Creation and Implementation
Shaders and VFX - UE4 Material Editor

Vancouver Film School - Game Design

3D Art Stream (Maya, Zbrush, Substance, Photoshop, UE4)

Character Art - Form and Topology
Modular Environments - Design and Creation
UV and Texturing
Rigging, Weighting and Animation
Zbrush Sculpting Methodology
Lighting and Composition

Vancouver Film School - Game Design

2D Environment Artist

2D Project "Hysleria" (Photoshop, Unity)

Pre-Production Design - Art Direction + Execution
Modular Environment Design
Photoshop Pipeline utilized for Asset Creation

PASSIONS

CS:GO
Competitive Team Oriented Shooter

Writing
Narrative and Calligraphy

Music Production
Presonus Studio One 5

Fine Art
Painting and Sketching various Media

Skateboarding
Street, Park and Flatground

Computer Hardware
Enthusiast PC Construction

EDUCATION

Vancouver Film School
Game Design
December 2017