

Tracy Dillon

3D Character Artist

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tracydillon.com

Summary

Character artist with a drive to create inspiring and imaginative content. Knowledgeable in the game development pipeline and a strong understanding of human anatomy, with high attention to detail and outstanding communication skills.

Technical Qualifications

Advanced

Autodesk Maya
Pixologic ZBrush
Adobe Photoshop
Autodesk Mudbox

Proficient

Unreal Development Kit 3 & 4
Marvelous Designer
xNormal
CrazyBump
Microsoft Office Suite

Familiar

3D Coat
Substance Painter
Substance Designer
Adobe After Effects
Adobe Flash

Skills

3D modeling/sculpting high and low poly characters, texturing (hand painted and composited), UV mapping
Fine arts (drawing, painting, sculpting), art history, costume design and construction
Leadership and project management skills, written and oral communication, highly adaptable

Experience

“Romantic Girl” individual project

Jan '15 - present

(Modeler / Texture Artist)

Modeled high res character in ZBrush, retopologized for low res in Maya, textured in Substance Painter and Photoshop

“Mizuki” individual project

Dec '14 - Feb '15

(Concept Artist / Modeler / Texture Artist)

Modeled using Maya, Marvelous Designer, and Mudbox, textured in Mudbox and Photoshop

“Kill la Kill” student group project

July '14

(Team Lead / UI Designer)

Led team of 4 and designed user interface for a four week long project for an Adobe Flash game inspired by the popular anime series, *Kill la Kill*

“Speakeasy” student group project

Mar - May '14

(Team Lead / Modeler / Texture Artist)

Organized team of 4, modeled and textured assets for a speakeasy level presented in the Unreal 3 engine

“Groenholl” individual project

Mar - May '14

(Level Designer / Modeler / Texture Artist / Effects Artist)

Designed level, modeled and textured assets, set lighting, created particle effects, presented in Unreal 3 engine

Employment

Sawa Spa, Brentwood, CA

Dec '14 - present

Wellness Attendant

Education

Ex'pression College, Emeryville, CA

Aug '12 - May '15

Bachelor of Applied Science, Game Art and Design