

David Bailey

3D Artist

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Phoenix Arizona

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SOFTWARE SKILLS

- Proficient in: 3DS Max, Maya 17, Substance Designer, Substance Painter, Mudbox, ZBrush, Adobe CS5, UNITY
- 6+ years in interactive entertainment industry.
- Proven ability to complete projects with tight deadlines.
- Capable of learning new technologies and mentoring team members.

EDUCATION

Art Institute of Phoenix

2002- 2005

Bachelor of Arts: Game Art and Design

EXPERIENCE

Point In Time Studios (freelance) 2016-Present

My job here is to use UE4 and import models as well as create models when needed for highly detailed rooms and to set up blueprints for interactions. This is for a VR experience using the VIVE. I would use 3ds max to model the highly detailed models by way of box modeling. The models would need a clean unwrap so that when unreal creates a light map channel there would be no overlapping so that the light bakes would be able to process. Some models would use several materials. I would create an albedo, metal, roughness map. Once the models were imported I would make sure the textures were correctly connecting to the proper nodes within Unreal. After the models were all in I would place area lights.

AppliedVr (Los Angeles, CA) 2015 – 2016

Working with Unity and Oculus Rift and Gear VR as a 3D Environment Artist for Virtual Reality - Modeling, Texture Painting, Lighting & Environment Layout While working at Applied VR I used 3ds Max, substance designer, substance painter, Photoshop, Quixel, ZBrush, Unity, Oculus Rift. I worked on several projects there as a 3d artist. One project was for a major Car company. I had to reduce the Polycount on a vehicle that was 10, million faces down to 60,000 triangles. I brought the pieces that I needed into 3ds max and put them on their own layers and section by section I would remodel by starting with a plane and extruding the edges out with snapping on. After the model was finished I unwrapped each section and used Photoshop for the texture. When that was done I imported the model into unreal and set up the materials for the programmer to attach code.

Rocket City Studios (Huntsville, AL) *Second Chance Heroes (PS4)* Mar 2011- Mar 2013

My job here was to create environment assets. I used Maya to create 3d game models of the mall storefronts.