




Contact


 terellbess3D@gmail.com


 [linkedin.com/in/tbess3D](https://www.linkedin.com/in/tbess3D)


 www.artstation.com/tbess3D


 www.terellbess3D.com


Software


 Autodesk Maya


 Pixologic ZBrush

 Substance Painter

 Quixel Mixer

 Adobe Photoshop

 Marmoset Toolbag

 Houdini

K. Terell Bess

3D Art Generalist

CREATIVE SYSTEMATIC SELF-GUIDED
METICULOUS COOPERATIVE OBJECTIVE

Skills

- Manipulation of rendering engines to compose stylized and professional images of 3D scenes
- 3D asset design utilizing both Maya and ZBrush for organic and hard surface models
- Utilization of IK/FK systems to create manageable rigs for character animation
- Construction of efficient UV maps in Maya to be textured within Substance Painter
- Drafting novel designs, and creation of 2D reference works for character modeling

Experience

3D Character Art Projects | 3D Sculptor

- Designing reference works to be worked from in creating 3D sculpts
- Modeling 3D assets from reference works using ZSpheres and sculpting tools within ZBrush Game Level Design | Environment Artist
- Manipulating prebuilt and custom 3D assets to create game levels in the Unreal Game Engine Environment

Game Alpha - JCCC Capstone | Lead 3D Artist

- Realization of several 3D character assets from 2D concepts to a game-ready state
- Setting schedules and achieving milestones for each pipeline step in the 3D character creation process
- Working within a team to provide game-ready assets for playtesting

Freelance Artist | 3D Asset Manager

- Converting 2-dimensional logos to 3-dimensional assets as overlays for product commercials
- Implementation of simple animations for motion graphic based transitions.

Certifications

AAS. Animation-Entertainment and Game Art Design
Certificate of Recording Arts

Relative Course Work

- Game Level Design
- Character Animation
- Game Art Assets
- Concept Art for Games
- Digital Effects & Compositing