

Liscar Scott

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<http://liscarscott.weebly.com>

Objective:

To apply the best of my abilities as a 3D artist towards the creation of top quality entertainment products.

<u>Related Skills:</u>	<u>Software Knowledge Base:</u>
<ul style="list-style-type: none">• Creative and highly skilled in 3D art, animation, rigging, level art/design, particle systems, game play development• Good team player, friendly, co-operative• Strong troubleshooting skills across a variety of software packages• Strong understanding of asset implementation• Dedication to quality and detail oriented• Accepts criticism well while remaining objective• Open to learning new tools and techniques	<ul style="list-style-type: none">• 3D Studio MAX• Unreal Engine• Unity 3D• Zbrush• Photoshop• Blender• V-Ray• Maya

Professional experience

Apelaw Inc.

Lead Artist. "Albino Lullaby" (2014) www.albinolullaby.com

- Modeling, unwrapping, texturing and engine integration of game assets and characters
- Skeletal rigging and animation for game characters
- Staging, lighting and post process development of environments
- Development of master materials for use by art team
- Development of particle effects
- Supervised art production and provided feedback and guidance to team members
- Set up blue prints in Unreal Engine for interactive items and level art/design requirements

Dark Matter Entertainment Inc.

Game Artist. "World of Trinketz" (2012-2013) www.trinketz.com

- Modeled characters and assets for the game world
- Rigged, animated in-game characters and player avatars
- Animated environmental events
- Level design, asset placement, lighting and optimization for game world
- Quality assurance optimization

Arcestra Inc.

3D Environment Artist (2011 – 2012)

- Built 3D office spaces according to floor plans and established design aesthetic

- Modeled office furniture and floor plans with 3D Studio max
- Worked closely with architects and interior designers on layout and aesthetic
- Set up lighting with V-ray and baked textures onto 3D objects
- Optimized 3D objects and textures for the "Arcestra Player" real-time engine

Bedlam Games

Level Designer. "Gamma World" (cancelled) (2011)

- Design and layout of game levels
- Kismet scripting for missions and game events
- Set up place-holder Matinee sequences
- Assisted with game narrative
- Quality assurance and bug fixing

Seneca College Game Art and Animation.

Level Designer and Environment Artist. "Grand Master" Group Mod Project (2011)

- Modeling, rigging and animation of characters and static assets
- Conceptualized level layout
- Built level templates for the art team
- Scene lighting, particle effects and staging of final assets
- Shader, Matinee and Kismet scripting.
- Final video post production

Education

Seneca College School of Communication Arts and Tech

Game Art and Animation, Post-grad Diploma with Honors (2010-2011)

- Hard-surface and organic modeling focusing on games with 3DS MAX and Zbrush
- Animation rigging for characters and environmental assets
- Game engine integration
- Motion capture integration
- Game production pipeline from post-production to final published project