

# Dan Vincent Vibar

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## Related Experience (MODS)

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<b>Salem Mod</b> – Environment Modeler <a href="http://senecagameart.com/student-work">http://senecagameart.com/student-work</a> <ul style="list-style-type: none"><li>A group project of nine team members over 6 weeks where I was responsible for the creation of assets for the mod.</li><li>PBR Texturing</li><li>High poly sculpting</li><li>Organic and inorganic modeling</li></ul>	2016
<b>Stone Rage</b> - Character Modeler <a href="http://www.stoneragegame.com">http://www.stoneragegame.com</a> <ul style="list-style-type: none"><li>3d Animal Models for in-game</li><li>High Poly Sculpting in Zbrush</li></ul>	2015
<b>Quadrant Game</b> - Character Modeler <a href="http://www.quadranthorror.com/index.html">http://www.quadranthorror.com/index.html</a> <ul style="list-style-type: none"><li>3d Human Models for in-game</li><li>High and Low Poly Modeling</li><li>Polypaint from zbrush then baked in xnormal</li></ul>	2015
<b>Sovereign Story LLC</b> - Character Modeler <a href="http://avalongamesllc.com/">http://avalongamesllc.com/</a> <ul style="list-style-type: none"><li>3d Human and Animal Models for in-game</li><li>High and Low Poly Modeling</li><li>Hard Surface Modeling</li><li>Baked High Poly to Low poly</li></ul>	2014
<b>Space Monkey Games</b> - Character Modeler <ul style="list-style-type: none"><li>3d Animal Models for in-game</li><li>High and Low Poly Sculpt</li><li>Organic Sculpting using Zbrush</li></ul>	2012-2013

## Software

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ZBrush, 3ds Max, Photoshop, xNormal, Marmoset Toolbag, Substance Painter, UE4

## Work Experience

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<b>Shoppers Drugmart</b> – Assistant Manager <ul style="list-style-type: none"><li>Scans order for delivery, Has intermediate knowledge on SDM system Files and organizes paperwork. In charge of allocating work to co-workers.</li></ul>	2015
<b>Shoppers Drugmart</b> – Receiver <ul style="list-style-type: none"><li>Receives deliveries and sorts out products, inputs them into the system, in charge with communicating with the suppliers.</li></ul>	2011

## Education

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<b>SENECA College</b> – Game Art and Animation <ul style="list-style-type: none"><li><b>3dsmax</b> – UV Mapping, High poly hard surface modeling, Retoping models for export to engine, inorganic modeling and basic rigging for animation.</li><li><b>Zbrush</b> – Organic high poly sculpting.</li><li><b>Unreal Engine</b> – Importing exporting 3d models for level design, creating unique materials</li><li><b>Substance Painter/Photoshop</b> – Used for texturing and realistic rendering (Diffuse/Albedo/Base, Normal, Roughness/Specular, Metalness etc...)</li></ul>	2016
<b>IADT (Int'l Academy of Design and Technology)</b> – Video Game Design <ul style="list-style-type: none"><li>Gained basic knowledge in 3dsmax, Photoshop, Sound Design (Pro Tools), Adobe Flash (GUI), Java Script and Visual Basic, Ogre Engine, and made a mod using source engine in final project.</li></ul>	2005
<b>Science and Technology Institute</b> - B.S. in Computer Science <ul style="list-style-type: none"><li>Gained Basic knowledge in C, C++</li></ul>	2003-2005
<b>Divine Word High School</b>	1999-2002

Reference: Available upon request