

TRE V O R C R A N D A L L
3D HARD SURFACE & CHARACTER ARTIST
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OBJECTIVE

To collaborate with a passionate and talented team, creating superior quality artwork, in a progressive, challenging and fun environment. And to continually grow and evolve as an artist.

QUALIFICATIONS

- 12 years of game industry experience, including contributing to 14 shipped titles & projects, most recent shipped title being Call Of Duty: Black Ops III
- Extensive experience creating high fidelity characters and vehicles, including ZBrush sculpting, high resolution subdivision vehicle and hard surface models, normal, occlusion and cavity map baking
- Strong understanding of gesture, design and attitude, as it pertains to both characters and vehicles
- Solid drawing skills, with an ability to design, troubleshoot and communicate visually

EXPERIENCE

Treyarch – Call Of Duty: Black Ops III – Santa Monica, CA **04/13 – 06/17**
3D Vehicle Artist

- Responsible for creating high fidelity vehicle and weapon assets.
- Primarily responsible for establishing the visual fidelity target for our vehicle assets.
- Assisted with updating of tools, techniques and processes for game art creation.

Obsidian Entertainment – Armored Warfare - Irvine, CA **04/12 – 04/13**
3D Vehicle Artist

- Responsible for creating high fidelity, accurately built military tanks and vehicles, based on real world existing vehicles.
- Primarily responsible for establishing the visual fidelity target for our vehicle assets.
- Assisted with mentoring of teammates, from modeling practices to texture creation.

Freelance – San Gabriel, CA **04/11 – 04/12**
3D Artist

- Worked freelance for 1 year to allow for time and flexibility to take classes and improve my skill sets at Concept Design Academy in Pasadena.

- Primary commercial work during this time was at Rhythm & Hues Studios, working on Alvin!!! And The Chipmunks television show.

343 Industries – Kirkland, WA – Halo 4
Hard Surface Artist

04/11 - 04/12

- Working as a hard surface environment artist, I created a variety of environment assets, from light fixtures to vehicles.
- Assisting newer or less experienced artists with learning hard surface/subdivision modeling, normal map baking, and efficient game asset creation.

Signal Studios - Bothell, WA - Ascend
3D Character Artist

08/10 - 04/11

- Responsible for the design and creation of a variety of characters for upcoming Xbox Live title, Ascend, including the design and creation of the lead hero character.

Snowblind Studios - Kirkland, WA – Lord Of The Rings: War In The North
3D Character Artist

01/10 – 08/10

- Creation of AAA quality character models and assets
- Design and creation of armor and weapon assets for key non player characters

Microsoft Game Studios - Redmond, WA – Various Projects
3D Artist

01/09 – 01/10

I worked with the publishing division on a small team that focused on internal development, conceptualization, prototyping, troubleshooting and pipeline enhancement for Microsoft's many developers.

- My primary responsibility was in the creation 3D models for game prototypes and visualization purposes, utilizing ZBrush, Max, Maya, Photoshop, CrazyBump and xNormal
- One of my secondary responsibilities included researching and learning new production tools and techniques, either for general purposes or to specifically assist with a developer's project
- Assisted with the creation of assets for Remedy's title, Alan Wake
- At the end of my contract, I worked off site at Airtight Games for 3 months to assist with a project that I had previously helped prototype internally at Microsoft

Valkyrie Entertainment - Seattle, WA – Various Projects
3D Artist

2004 – 2008

Valkyrie Entertainment is a 3D content outsource studio that specializes in game asset creation for a variety of platforms. Primary role involved creating high resolution vehicle and character models for next gen game assets, including subdivision vehicle modeling in 3-D Studio Max and character modeling in 3-D Studio Max and ZBrush.

- Projects Include:

Undisclosed Title - Character Artist	<i>(Next Gen Console)</i>
This Is Vegas - Vehicle & Character Artist	<i>(Xbox 360, PS3, PC - 2008/09)</i>
Wheelman - Vehicle Artist	<i>(Xbox 360, PS3, PC - 2008/09)</i>
Blacksite: Area 51 - Vehicle And Prop Artist	<i>(Xbox 360, PS3, PC - 2007)</i>

John Woo's Stranglehold - <i>Vehicle Artist</i>	<i>(Xbox 360, PS3, PC - 2007)</i>
Sega Rally Revo - <i>Prop Artist</i>	<i>(Xbox 360, PS3, PSP, PC - 2007)</i>
Crackdown - <i>Vehicle Artist</i>	<i>(Xbox 360 - 2007)</i>
Volvo S40 Television Commercial - <i>Vehicle Artist</i>	<i>(2004)</i>

- Successfully held position as studio's primary high-res artist while assisting teammates to advance, troubleshoot and implement subdivision modeling and ZBrush techniques into their workflows
- Worked with different clients on a variety of games, resulting in great exposure to a variety of tools, techniques, workflows, and art styles
- Contributed to and maintained a library of books, reference, instructional videos, tutorials, and generic 3-D basemeshes to be utilized by teammates for vehicle and character work

Amaze Entertainment - Kirkland, WA – Harry Potter and The Prisoner Of Azkaban 2004
3D Artist Intern

- Refinement of character assets originally from the console versions of the Harry Potter game, optimizing them for lower end PC platforms. This included polygon reduction and optimization of models, as well as consolidation and optimization of textures.
- Created blend shapes for a cut scene involving the transformation of a witch character into a wolf, as well as some skinning/weighting of characters

SOFTWARE PROFICIENCIES

ZBrush, Modo, 3D Studio Max, Maya, Photoshop, Substance Painter, Topogun, xNormal, Crazybump

EDUCATION

Concept Design Academy – Paadena, CA

- Various classes related to sci fi hard surface design, and character and creature design.

AnatomyTools Workshops – Alameda, CA

- Dynamic Anatomy with Carlos Huante
- Animal Anatomy with Joe Weatherly

Schoolism Online Workshops –

- Character Sculpting with Michael Defeo
- The Art Of Caricature with Jason Seiler

CG Society Online Workshops –

- Creature Design and Sculpting with Bryan Wynia
- Becoming A Better Artist with Robert Chang
- Lighting in Mental Ray with Jeremy Birn
- Character Sculpting with Cesar Dacol Jr

ConceptArt.org Workshops:

Seattle, WA (2008), San Francisco, CA (2005, 2006)

- 4 day workshops that cover many facets of art and design for entertainment media. Focused attention on instruction in figure drawing, figure painting, ZBrush sculpting, character design

Digipen Institute of Technology

Redmond, WA (2004/05)

- Primary focus on figure drawing, anatomy, character design

Gage Academy Of Fine Art

Seattle, WA – (full time 2003/04; continuing education until present)

- Primary focus on figure drawing from life, as well as painting in oils

A D D I T I O N A L I N F O R M A T I O N

- Effective communication skills, interacting with teammates, art directors and external clients
- Committed to constant improvement through continuing education classes, workshops, and instruction outside of the workplace
- Athletic background, which has contributed to a strong sense and understanding of anatomy, weight, balance, form, gesture, force, action and motion
- Strong fundamental understanding of rigging, skinning, and animation in Maya
- Canadian and United States citizenship