

Sean Volk

Personal Details

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www.seanvolk.com

Skills

Able to Listen
Accept Feedback
Adaptable
Artistic Sense
Assertive
Attentive
Business Trend
Awareness
Collaborating
Communication

Software

Autodesk Maya
Autodesk 3Ds Max
Adobe Photoshop
Pixologic Zbrush
Epic Games Unreal
Unity
Roadkill
Atlassian Bitbucket
Substance Painter

Strengths

Model Building (low
resolution, hard surface)
Animating (Organic)

Summary

Strongly innovative and dynamic 3D Modeler adept at being in leadership roles and working with a team. Excellent knowledge of the gaming and entertainment's ongoing industries.

Team Projects

Astrophobia

Game Wizards
Art Director
Managed 14 artists
Coordinated between artists and programmers

Rise of the Elves

Project Leader
Modeled, rigged, and animated character
Designed gameplay mechanics

Two to Tango

USC Game Jam 2015, Game Wizards
Voted Best Game and Most Complete Game
Designed original environment and character art according to project leads specifications
Modeled Characters and environment

Personal Projects

Weapons of Soul Calibur

3D low resolution models
Modeled weapons from "Soul Calibur" games
Designed and modeled environment

Kitten Warrior

3D Model
Created original design for character

Work Experience

JSR Silver Lining Inc.

Data Entry
Worked three summers from 2009-2012

Education

GAME ART AND DESIGN BACHELORS - June - 2016
The Art Institute of Los Angeles - Los Angeles