

Zach T. Berry

Modeler

Zberry2@gmail.com
www.zacberry.com
415-912-9183

Objective: To obtain a position modeling and texturing for video games, and to expand my skillset and knowledge of production pipelines.

Experience: Character Modeler (March 2011 - Present)
Big Point
San Francisco

-Designed, modeled, and textured characters for the upcoming game Monsters

Character Modeler (May 2006 - February 2011)
Cinematico Inc.
San Francisco Ca

-Modeled and Textured characters and environments for video game cinematics including: Marvel Ultimate Alliance 2, Monsters Vs. Aliens: The Game, and many other game, television, and web projects.

Contract Modeler (May 2009)
Cog1
San Francisco, CA

-Modeled and textured props for www.aftertheimpact.com, promotional website for ID's upcoming Rage video game.

3D Modeling Tutor (March 2008- Present)
Academy of Art University
San Francisco, CA

-Tutored students in the use of various software packages

Zach T. Berry

Modeler

Zberry2@gmail.com
www.zacberry.com
415-912-9183
1111 Pine St. Apt 101

Education: Academy of Art University
BFA, Animation
Fall 2004 to Spring 2008
GPA - 3.3

Skills: High and Low polygon modeling
Texture painting and UV layout
Digital sculpting
Hair and Fur set-up
Retopologizing
Digital Painting
Maquette sculpture

Software: Autodesk Maya
Autodesk 3D Studio Max
Pixologic Z-Brush
Autodesk Mudbox
Adobe Photoshop
Adobe After Effects
Corel Painter
Headus UV Layout

References available upon request