

# Zach T. Berry

## Modeler

Zberry2@gmail.com

www.zacberry.com

415-912-9183

1111 Pine St. Apt 101

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

**Experience:** Character Modeler (May 2008 - Present)  
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 more unannounced titles.

Contract Modeler (May 2009)  
Cog1  
San Francisco, CA

-Modeled and textured props for [www.aftertheimpact.com](http://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

Modeling Intern (May 2007- August 2007)  
Corgan Media Lab  
Dallas, Tx

-Modeled and Textured content for Architectural and television projects.

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**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  
Drawing and 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