Izaya Dunn

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SKILLS

- Conceptualization, sculpting, texture generation with Zbrush
- Modeling, UV mapping, rigging, animation, rendering with Maya and 3ds Max
- Retopology and UV mapping with 3D-Coat
- Texture creation with Mudbox and Photoshop
- Image manipulation, digital painting
- Vector illustration and graphic design with Illustrator
- Professional design and layout for documents with InDesign
- Motion graphics and compositing with After Effects
- Editing in both Final Cut Pro and Premiere
- Building worlds using World Machine

EDUCATION

The Art Institute of California - San Francisco
Bachelor of Science in Media Arts & Animation

03/15

GAME & ANIMATION EXPERIENCE

Class project: "Rhapsody"
Background Artist/ modeler
Contributed 3D vector shaded 3D backgrounds for hybrid animation in school project using 3ds Max

12/13

Game project: (Unity) "Pet Rescue"
Artist/ modeler
Contributed 2D animation and assets for game during school sponsored "Game jam" using Photoshop

09/13

Game project: (Unity) "Steps"
Artist/ modeler
Contributed 3D models and assets for game during school sponsored "Game jam" using Zbrush, 3dcoat, and Maya

07/13

WORK EXPERIENCE

Aechelon Technologies, 888 Brannan Street, San Francisco, CA
3d Production assistant
Utilized commercial and proprietary toolsets to edit scene databases, models, and control the integration of such data into proprietary image generator for flight simulation.

06/16-04/17

Aechelon Technologies, 888 Brannan Street, San Francisco, CA
GeoSpecific 3d Modeler
Utilized Maya and Photoshop to model and texture buildings for integration into model database.

09/15-06/16