

ZACK SWEETEN



www.PENGUINPLOT.com

iamzacksweeten@hotmail.com

425.760.6312

4315 Lake Washington Blvd, Kirkland, WA 98033

Objective

To join a creative team that will enable me to utilize my skills, talent, and hard work towards expanding current and new projects to aid in the success of the company.

Accomplishments

- Designed 3D instructional video which facilitated VP to close multi-million dollar contract for military camp facilities.
- Worked one on one with renowned Italian artist Paolo Piscitelli on an internationally show art installation project.
- Created character mascot for McAllen department of transportation, which is prominently displayed over all of Hidalgo county.

Experience

Co-Founder / Lead Artist - Fisticuffs Studios

01/12 - Current

- Created an innovative mobile game.
- Conceptualized all artwork from rough idea to game asset.
- Pulled reference photography.
- Modeled high poly detailed assets.
- Constructed low poly game assets from high poly model.
- Unwrapped low poly for texturing
- Designed various texture maps : beauty, specular, and normal.
- Rigged low poly game assets for animation.

Lead Digital Designer - ICD

01/12 - Current

- Responsible for art direction and conceptual design.
- Improved company's design capabilities to promote products.
- Developed storyboard for displaying product in real world environment.
- Modeled 3D environments for product.
- Textured and lit product and environment.
- Animated camera passes and product.
- Rendered out the various video passes.
- Compiled rendered and edited final video.

Senior Digital Artist - Alaska Structures, Inc.

03/08 - 09/11

Actualized digital artwork for executive sales team.

Projects included:

- 3D instructional military assembly video
 - Translated existing product, consisting of thousands of individual parts, into 3D model.
 - Used mechanical spec sheet to accurately create parts in 3D.
 - Animated components for assembly instructional visualization.
 - Directed camera shots to clearly show necessary steps in process.

- Marketing videos for tradeshow
 - Researched markets for developing 3d visual / motion design.
 - Storyboarded ideas for video.
 - Visualization test studies.
 - Created and animated 3D and motion assets.
 - Edited final video.
- Daily 3D camp layouts
 - Worked with executive sales team on multi million dollar camp visualization.
 - Built various components in 3D and assembled camp layouts.
 - Textured, lit, and set up render passes.
 - Compiled passes for final image.
- Hyper real architectural rendering
 - Developed architectural visualization for CEO's multi million dollar mansion
 - Conducted material and lighting studies.
 - Worked in tandem with architectural firm on design decisions.

Digital Artist - City of McAllen

08/07 - 03/08

- Responsible for all of the city's design projects.
- Created 3D motion graphic packages for multiple shows on city's cable channel.
- Brought to life a cartoon mascot to market city of McAllen's public transportation.
- Designed official seals for government departments.

Graphic Artist - The Battalion

01/05 - 05/07

- Collaborated with editors and writers to design illustrations and layouts for articles and front page spreads on a daily student run newspaper.
- Created daily comic
 - Wrote story / joke for comic.
 - Sketched out panels.
 - Cleaned up, colored and added text for final strip.

Technical Skills

- Strong foundation of traditional artistic skills including figure drawing, painting and sculpture.
- Ability to take concept art through every step of 3D model creation from high poly model to texturing the low poly asset.
- Knowledge of good design practices and a precise attention to detail.
- Proficiency to learn new proprietary software quickly and efficiently.
- Able to meet deadlines undeterred by circumstances or situations.

Software Proficiency

- Autodesk 3D Studio Max
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe Premiere
- Pixologic ZBrush
- UDK
- Topogun

Education

Bachelors of Environmental Design in Visualization Studies

Texas A&M University
2007-2004

Associates of Applied Science in Animation

The Art Institute of Houston
2003-2001