

SEAN HAMILTON

environment artist

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Objective

I am a 3D artist who specializes in modelling and texturing, currently seeking full-time employment amongst creative and talented professionals in an environment that is inspiring, challenging, and fun.

Experience

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| 2012 – 2015 | Gaslamp Games
<i>3D Modeler / Texture Artist</i>
Responsible for 3D environment modeling and texturing on Clockwork Empires, a colonial city-building simulation game. (Available on Steam.) |
| 2011 | Deadly Red Cube
<i>3D Modeler</i>
Created 3D assets for Procyon, an old-school-style shoot-em-up game. (Available on Steam.) |

Education

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| 2010 – 2011 | Capilano University
<i>Digital Animation Program</i> |
| 2009 | Capilano University
<i>Computer Animation and Visual Effects Summer Intensive</i> |
| 2003 – 2004 | Emily Carr Institute of Art & Design
<i>Fine Arts</i> |
| 2001 – 2003 | Kwantlen University College
<i>Fine Arts</i> |

Proficiencies

Maya 2015
Adobe Photoshop CS6
3D-Coat
ZBrush

References

Available upon request