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Cell: (503) 750-9639

Web: POGIMONZ.WEEBLY.COM [**Link**](http://pogimonz.weebly.com/)

Email: POGMONZ@GMAIL.COM

**EDUCATION:**

The Art Institute of Seattle, Seattle , WashingtonMarch 2003

**Associates of Applied Arts - Emphasis in 3d Modeling**

**SKILLS:**

* High to Low Poly Modeling
* Texture Painting
* Zbrush Sculpting
* Mesh Retopology
* UV Unwrap and Normal Mapping
* LOD Creation and Collissions
* Efficient with a team or independently
* 6 + Years of game industry experience
* Adaptable and a lifelong learner
* Willing to work long hours to meet deadlines
* Creative at problem solving

**SOFTWARE:**

* 3ds Max
* Photoshop
* Zbrush
* Xnormal
* Crazy Bump
* Quixel NDO

**Work Experience:**

**Self Employed Freelancer - 3D Artist**

Seattle, WA, USA Mar. 2014 - Present

* Created 3d game assets for various AAA game titles.

**Liquid Development - Staff 3D Artist**

Portland, OR, USA Feb. 2010 - Mar. 2014

* Modeled and textured characters, environment, and props for various clients.

**Floored Architecture - Contract 3D Artist**

New York, NY, USA Oct. 2013 - Sep. 2014

* Modeled and textured 3D Architecture for clients.
* Tasked to create 200+ detailed low poly furniture for Floored's architecture projects.

**Wacom Graphics Tablet - Research and Demo Artist**

Portland, OR, USA Feb. 2012 - Mar. 2013

* Hired as 3d artist for promotional videos shoots.
* Aided Wacom research team with 3d artist insights on the Wacom Cintiq products.

**Shipped Titles:**

* *Batman Arkham Origins, Firefall, Wildstar, Ryse Son of Rome, Shoot Many Robots, Rockband The Beatles, Rockband 3, Might & Magic Legacy.*
* Floored NY Architecture Projects
* Rosetta Stone ReFLEX products