

Thomas Pendleton

3D ART & DESIGN



1.912.414.4533
thomas-pendleton.com
tommypendleton@gmail.com

OBJECTIVE

An enthusiastic artist seeking employment as a 3D Artist with professionals willing to use, grow, and strengthen my skills for creation of quality gaming experiences. An avid game player, team oriented individual that craves criticism.

QUALIFICATIONS

Proficient with:

- § Low/High Poly-Modeling
- § Environment Modeling
- § (Maya) Hammer & UDK Asset Pipeline
- § UV Mapping ; Texturing ; Normal Baking
- § CSS3 ; HTML5

Software:

- § Autodesk: Maya ; 3dsMax
- § Pixologic Zbrush
- § Adobe: Ps, Ai, Dr
- § UDK ; Source
- § Crazy Bump

EXPERIENCE

SEPT '06 - PRES

OCT '11

Freelance (Self)

The Virginia Chutney Co. [Architectural Modeler]

- § Re-Imagination of the Old Aileen Factory for use as the Main Company facility. Modeling, Texturing, Lighting

Rapp., VA

Flint Hill, VA

AUG '11

ONGOING

Monroe and Crocker, P.C. [Architectural Modeler]

- § 3D buildings, topographical surveys, and orthographic renders using 2D construction/landscape blueprints

Flint Hill, VA

FEB '11

ONGOING

NRG Process Solutions [3D Artist]

- § 3D video presentation of new "FireTube" technology for use in Oil Field Treating systems.
- § Website Redesign / Maintenance

Alberta, Canada

JAN - MAR '09

EA Tiburon (SCAD Internship)

Professional Practices [3D Artist]

- § Worked with artists to aid the presentation of a 3D AAA sports title. Character Modeling, Texturing, L.O.D.s

Savannah, GA

EDUCATION

DEC 2009

Savannah College of Art and Design

Bachelor of Fine Arts, (BFA)

- § Interactive Design and Game Development
- § GPA: 3.65

Savannah, GA

HONORS

Graduated Cum Laude

- § Dean's List: 2006-2009

International Game Developers Association (IDGA) Member