Zac Berry

Character Artist

www.zacberry.com
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415-912-9183

EXPERIENCE

Senior Character Artist, Impulse Gear

San Francisco, CA - November 2017- Current

Responsible for designing, modeling, texturing, as well as rapid prototyping and gameplay ideation for characters and creatures for untitled PSVR game.

3D Modeling Instructor, Academy of Art University

San Francisco, CA -- Sept 2018 -Current

Responsible for instructing students on software, design principles, and best practices for 3d asset creation and game design.

Character Artist, Sony Santa Monica

Los Angeles, CA- September 2015 - October 2017

Responsible for modeling, texturing, and shading of characters and creatures for God of War 2018

Character Artist, Whisky Tree

San Rafael, CA -January 2015

Responsible for modeling, texturing, concept art, look-dev, and facial blend-shape rig for an upcoming AAA game cinematic.

Senior Character Artist, Anatomy Tools

San Francisco, CA June 2014- January 2015

Modeling and anatomical consulting for upcoming anatomy reference maquette.

Character Artist, Kixeye

San Francisco, CA — June 2012- June 2014

Created characters and environment assets for Tome: Immortal Arena.

Character Artist, Big Point

San Francisco, CA — June 2011 - August 2012

Created characters and environment assets for Universal Monsters Online.

Character Artist, Cinematico

San Francisco, CA -- May 2008 - June 2011

Created characters and environments for video game cinematics including: Marvel Ultimate Alliance 2, Monsters Vs. Aliens, and How to Train your Dragon.

Created dinosaurs for National Geographic's tv special Dinomorphosis. Researched and implemented hair rendering and dynamic simulation.

3D Modeling Tutor, Academy of Art University

San Francisco, CA -- March 2008 -May 2010

Tutored students in the use of various software packages for digital art creation.

EDUCATION

Academy of Art University
BFA, 3D modeling — 2004-2008

SKILLS

- High resolution organic and hard-surface modeling
- Real time geometry optimization and texture baking
- Hand painted texture creation
- PBR material creation, texturing, and optimization
- Lighting and rendering, both real time and Mental Ray
- Character and creature concept design
- Animal anatomy consulting and instruction
- Gameplay prototyping and ideation

REFERENCES

Available upon request.