

JOE ANTICO

3D Artist

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SKILLS

- 3d Modeling
- Digital sculpting and painting
- Character and object design

TOOLS

- Maya
- Zbrush
- Photoshop
- Crazy Bump
- After Effects
- Microsoft Office

EXPERIENCE

Freelance 3D Artist

Oct 2013 - Present

- Design and print miniatures and jewelery
- Model and texture characters and objects for use in digital games
- Ensure designs meet technical specifications

January 2014 – March 2014

“Laurel and Hardy” (Short Film) – Modeler

- Modeled various assets
- Vetted functionality and kinematics of characters

January 2013 – June 2013

“Deflated” (Short Film) – Modeler/Lead

- Modeled main character
- Assisted in directing art style for all assets
- Managed project files and assets for the entire project

EMPLOYMENT

Antico & Forbess LLP – Office Clerk

2001 – Present

- Analyze and interpret client financial information
- Prepare and enter trial balances and adjustments
- Assemble individual and small business tax returns

Experis – Test Associate 2 (QA)

July 2014 – March 2016

- Worked with a team to ensure quality of AAA software
- Performed front and back end black and white box testing
- Halo: Spartan Strike – iOS, PC 2014

EDUCATION

The Art Institute of Portland

2010-2014

- BFA in Media Arts and Animation