

Zac Berry

Character Artist

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EXPERIENCE

Character Modeler, Sony Santa Monica

Los Angeles, CA - September 2015 - Current

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

Character Modeler, Whisky Tree

San Rafael, CA -January 2015

Responsible for modeling, texturing, concept art, look-dev, and facial blend-shaperig for AAA game cinematic.

Character Modeler, Anatomy Tools

San Francisco, CA June 2014- August 2015

Modeling and anatomical consulting for upcoming anatomy reference maquette.

Character Modeler, Kixeye

San Francisco, CA — June 2012- June 2014

Created characters and environment assets for Tome: Immortal Arena.

Character Modeler, Big Point

San Francisco, CA — June 2011 - August 2012

Created characters and environment assets for Universal Monsters Online.

Character Modeler, 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 and texturing
- Lighting and rendering look development
- Character and creature concept design
- Human and animal anatomy consulting and instruction

REFERENCES

Available upon request.