

GARY DO

ENVIRONMENT ARTIST

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OVERVIEW

I am an ambitious, self-motivated 3D artist with a passion for creating compelling and engaging environments.

SKILLS

- Iterative and detail-oriented asset production
- UV unwrapping, shading, texturing, lighting, and rendering
- Highpoly hard-surface modeling
- Digital sculpting and organic modeling
- Strong understanding of game art workflows including PBR, tiling textures, node-based shader creation, highpoly to lowpoly baking, and vertex painting
- Traditional visual arts background in sculpture with knowledge in subject matter, composition, form, and color

SOFTWARE

- Maya
 - Zbrush
 - Unreal Engine 4
 - Photoshop
 - Substance Painter
 - Substance Designer
 - Marvelous Designer
 - xNormal
 - Marmoset Toolbag 2
 - Keyshot
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RELEVANT EXPERIENCE

Capcom Game Studio
Vancouver
Burnaby, BC

ENVIRONMENT ARTIST
November 2016 – February 2018
Unannounced AAA project

Dekogon Studios
Vancouver, BC

FREELANCE 3D ARTIST
August 2017 – Present
Artist collective specializing in AAA game art asset development

EDUCATION

Emily Carr University
Vancouver, BC

BACHELOR OF FINE ARTS, VISUAL ARTS MAJOR
2013 – 2016

Langara College
Vancouver, BC

DIPLOMA, FINE ARTS
2011 – 2013

Vancouver Film School
Vancouver, BC

DIPLOMA, 3D ANIMATION & VISUAL EFFECTS
2009 – 2010