

William J Kowach

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<http://shogun3d.com>

Summary of Qualifications: Professional experience in 3d modeling with Autodesk 3D Studio Max, Maya, Mudbox, Zbrush and creating photorealistic/hand painted textures in Adobe Photoshop. Familiar with importing meshes and setting up shaders in Unreal 3.0 Engine (UDK). Solid understanding and application of traditional art skills such as composition, form, lighting and color. Solid Leadership and handling Studio Outsourcing assets.

Skillset

- Autodesk 3ds Max
- Autodesk Maya
- Adobe Photoshop
- Unreal Engine 3.0
- 2D/3D Modeling
- Normal, Diffuse & Spec maps

Work Ethics

- Self Motivated and Positive
- Solid Outsource Management
- Constructive and Communicative
- Professional Attitude
- Resourceful Time Management
- Organized, Attention to Detail.

Education

Art Institute of California – San Diego

Bachelor of Science – Game Art & Design

2006 - Fall 2009

Work History

Day 1 Studios - Chicago IL

Chicago, IL

Lead 3d Modeler

March 2011 - Present

- Responsible for overseeing all aspects of Weapon and Object modeling. Working with Senior Directors, Artists, Technical Art in defining pipeline to create & iterate high-quality weapons and assets. High/Low Resolution Modeling with Photo/Hand Painted Texturing.

Environment Artist

January 2010 – March 2011

- Responsible for creating 3d assets, collisions, textures and world environments from concept in support of Level Design and Production needs on next generation video games.

Sony Online Entertainment Mentorship Program

San Diego, CA

Team Leader

October, 2008 – March, 2009

- Leader of an art team of 6 in creating an environment based off of fantasy realism and styled towards Sony Online Entertainment's Everquest II while receiving guidance and criticism from SOE's Everquest II Art Team and Director.

Rogo Games

San Diego, CA

Contract Concept Artist

June, 2008 – September, 2008

- Created thumbnails and concepts for "Cyanide" an Iphone 2.5d Game.

United States Marine Corps

San Diego, CA

US Marine / Avionics Technician

July, 2001 – July, 2006

- Served five years active duty in the United States Marine Corps.

Personal Profile

A broad balance in individual work ethics and team participation. Positive attitude with willingness to share tools and certain procedures in achieving results. Excellent communication skills orally and visually. Enthusiastic with practical focus on challenges and a continual desire to learn and develop skills.