

Reed Casey - Modeling/Texture Artist

Cruxko.com

reedcsy@cruxko.com

248-631-6837

Los Angeles, CA USA

Skills

- 4 years experience in Game cinematic Production, 3 years freelance
- Capable of creating highly detailed and "hyper-real" models
- HD quality textures, including photo based and digitally painted maps
- Environment / digital set extension : Design and Modeling
- Vehicle: Design and Modeling
- Creating 3D assets that match 2D Reference
- Maya, Zbrush and Photoshop workflow

Experience

Create Advertising, Jan 2011 - Ongoing contracts

Contract Model/Texture Artist:

"Generals 2", "Twisted Metal", "Premium Rush", "Underworld 4", "Ace Combat 6"

Privateer Press, Oct 2011 - Ongoing contracts

Contract Modeler for 3d print, miniatures

"Warmachine"

Solid LA, Nov 2011

Contract Environment Artist:

"Broadcast Commercial Set"

The Ant Farm, May 2011

Contract Model/texture, environment

"Defiance"

Full Sail University, Orlando, FL - Mar 2010 - Dec 2011

-Associate Course Director of Production Modeling

-Modeling/Texturing: Lectures, Demos, Podcasts

Prologue Studios, Mar '09- Apr '09

-Contract Character modeling

"Ninja Assassin" - Feature Film

Trion World Network, Remote - Jun 2009- Dec 2009

-Game assets, Modeling Texturing Characters, Props, Vehicles.

"Defiance"

Timegate, Sugarland TX - Nov 2007 -Mar 2008

-Vehicle, Environment and Weapon Modeling, Texturing and Concept

"Section 8" - FPS Game, 2009

Pendiulum Studios, San Diego, CA - Nov 2004 - 2007' & Mar 2008 - 2009

-Senior Artist

-Concept, Modeling, Texturing HD quality 3D assets

-Primary Focus: Environment, Vehicles, Props, Characters

-Supervised in-house and remote artists; provided art direction and quality control

Awards

BEST VFX: CGsociety FX WARS: Tron Tribute - Jun 2010

-Character design, model and texture

Best Game Cinematic : German Game Developer's Awards - 2006

-Paraworld Cinematic

www.cruxko.com

reedcsy@cruxko.com

248 631 6837