

Liam Patel

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SUMMARY

Detail-oriented and passionate 3D Artist with a strong foundation in 3D modeling, texturing, and rendering. Proficient in industry-standard software with a keen eye for aesthetics and design. Eager to contribute to creative projects and collaborate in a team environment.

EXPERIENCE

3D Artist Intern

Jan 2022 - Present

Creative Digital Studio, San Francisco, CA

- Contributed to 5+ projects, improving asset delivery time by 20% through efficient modeling techniques.
- Created high-quality 3D models and textures for a mobile game that generated over \$50,000 in revenue.
- Collaborated with cross-functional teams to optimize assets, resulting in a 30% reduction in file sizes without compromising quality.

Freelance 3D Artist

Jun 2020 - Dec 2021

Self-Employed, Remote

- Developed custom 3D models for various clients, achieving a 95% satisfaction rate based on client feedback.
- Utilized Blender and ZBrush for character design and animation, completing projects 15% faster than industry averages.
- Enhanced lighting and rendering techniques in Unity, improving visual quality for client presentations.

3D Modeling Assistant

Sep 2018 - May 2020

University Art Department, Los Angeles, CA

- Assisted in the production of a 3D animated short film, facilitating a 40% increase in project efficiency through optimized workflows.
- Conducted peer workshops on 3D modeling techniques, enhancing skills across 20+ students.
- Collaborated with faculty to create engaging visual content for exhibitions, attracting 200+ visitors.

EDUCATION

Bachelor of Science in Animation

May 2018

University of California, Los Angeles, Los Angeles, CA • GPA: 3.7

SKILLS

Technical Skills: 3D Modeling, Texturing, Lighting, Animation

Tools & Frameworks: Blender, Maya, ZBrush, Unity