

Seth Wolford

Objective To create art assets for cutting edge games. To work in a team environment with industry professionals.

Experience **2010-Present Freelance Artist**

Modeled and Textured various projects and game mods
Light and animate various props and environments
Work with various teams to help achieve game goals

February 2012-August 2012 Ameen Entertainment Contract Artist

Model and Texture props for IOS game Pachinko Sabotage
Create Particle and other effects for in game
Help other team members with work flow and artistic challenges

July 2009 – December 2009 Delta 3 Studios

Contract Artist

Modeled , Textured and Light various Environments and props for Unity engine
Optimize models for smooth running for game simulators
Work with various artists to build levels
Light levels for final game play

2006 – 2007 WarDog Studios

3D Environment and Character Modeler

Create Meshes, Textures and Collision Volumes for **Force Of Arms Game**
Rig, Animate and Import into game engine
Help troubleshoot and fix problem models

Software

3DS MAX , Maya
ZBrush 4
Photoshop
Allegorithmic Substance Painter, Substance Designer
Quixel Suite
Unreal, Crysis and Unity Engines

Education

2006 -2008 Los Rios Community College Sacramento,CA

Graduated 2 year Art New Media Animation and Modeling Certificate

Shipped Titles

2010 Thunder Island Racing Game For PC
2010 NDA Racing game for a private company
2012 Pachinko Sabotage Game For IOS
2013 Armored Assault 2 Game for IOS