

JOHNGABRIEL | 3D ARTIST

Profile

A team player with technical and creative skill sets. Extensive experience in both modeling and animation principles for film as well as games. Ability to quickly learn and adapt to proprietary software and tool sets of game engines. Extensive console and PC development experience and an avid gamer.

Software Skills

3D

3D Studio Max 7.0
Maya 6.5

2D

Adobe Photoshop CS
Adobe Illustrator 10
Adobe Premiere 6.5

Misc

Perforce
Maxscript
MEL

Professional Work History

Environmental Modeler (Contract)

Ballers 2 (PS2)

Midway Games/Mondo Media, San Francisco, CA

08/2005 – 10/2005

Object Modeler

Sims 2 Console (PS2, Gamecube and Xbox)

Electronic Arts/Maxis, Redwood City, CA

04/2005 – 08/2005

Assistant Technical Director

Matrix Revolutions (Film)

Escape Entertainment Company, Alameda, CA

07/2003 - 11/2003

CG Artist

Halloween House Party (Film)

Chan Ad Productions, Hayward, CA

04/2003 - 06/2003

CG Artist

Court Forensics (Contractor)

Visual Advocacy, San Francisco, CA

10/2002 - 11//2004

3D Artist

There (PC)

There Studios, Menlo Park, CA

03/2001 - 06/2002

Technical Artist / 3D Artist

Starwars Starfighter & Jedi Starfighter (PS2 and PC)

Lucasarts Entertainment Company, San Rafael, CA

05/2000 - 03/2001

Technical Artist

Behind The Magic 2 (PC)

Lucasarts Entertainment Company, San Rafael, CA

06/1999 - 05/2000

Education

Academy of Art College - Animation Courses (2001)

San Francisco State University (1994) (Graphic Arts with Emphasis on Multi-Media)