ROMAN **FIRESTONE**

3D CHARACTER ARTIST

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EDUCATION

Michigan State University, East Lansing MI

Bachelor of Arts: Media and Information - May 2019 (Anticipated graduation)

Undergraduate Minor: Game Design and Development - May 2019 (Anticipated graduation)

Undergraduate Minor: Computer Science - Completed

EXPERIENCE

Lead Character Artist: May 2018 - Present

GEL Lab at MSU

Worked alongside another character artist, rigger, and animator to concept, model, and texture stylized characters and props for the *Monster Savings*. Also worked on a VR game for which I modeled and textured realistic hard surface environment props.

Teaching Assistant: August 2018 - Present

Michigan State University

Assisted professors with teaching multiple CGI related courses, and helped students learn modeling, texturing, rigging, animation, and presentation inside of Maya, Zbrush, Substance Painter and Marmoset. Evaluated students by grading projects and performance.

Virtual Reality Intern: May 2017 - August 2017

Cutters Studios

Collaborated on a VR project using Unity. Learned to work with others on a team to design and create assets / scripts to add to the game. Worked with the HTC Vive, SteamVR, and experienced the workflow of VR Development.

SKILLS

- Proficiency in the entire 3D asset creation workflow
- Great knowledge of anatomy and how the body moves
- Expertise in character art pipeline
- Graciously accepts feedback and critiques to improve art
- Desire to work collaboratively and lead a team
- "Form follows function" design skills

SOFTWARE

References available upon request