Trevion Overton
3D Artist
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Objective

Produce stunning professional quality 3D Artwork for environments in games, movies, commercials, TV shows and ETC. And have fun doing it.

Skills

Modeling and texturing High and low Resolution assets, Digital Sculpting, Unwrapping, lighting, Scripting in Level Events using Unreal's Kismet and Creating Shaders for video games.
Basic knowledge of:
Animation in Unreal and Maya, rigging in Maya,
lighting, Mental Ray, compositing animations in After Effects and Video Editing.

Software

Extremely proficient in: 3D Studio Max, Maya, Photoshop, ZBrush, Unreal Engine 3
Experience with : After effects , X Normal and Crazy Bump and Flash.

Experience

3D modeler
Evox Images (November 2011 - Present)
- Builds Photo Realistic CG automotive content.
- Works on a library of production vehicles for the North American and Chinese Market.
- Works on O.E.M. specific tasks with strict deadlines.
- Modifies existing assets to meet current needs.
- Organizes CG assets according to strict specification guide.
- Quickly adapts to new production pipelines as they emerge.

3D modeler
9K9, Mazda 2
- Created a High poly rim for the Mazda 2 Website.
- Familiarized myself with the pipeline. (exporting, importing, materials, etc)

9K9, Mirrors 2
- Created a High poly Scissors for a scene in the movie using Maya.
- Familiarized myself with the pipeline. (exporting, importing, materials, etc)

Project Lead
Game Wizards, Obstakill
- Lead a team of eight.
- Created lighting for the whole game.
- Created low poly and high poly assets.
- Scripted in Game events using kismet, as well as animated them.
- Created Pre Viz. rigs, Animations and Game play.

Environment Artist
Collision Studios, Jaws (Nintendo Wii)
- Created Low-poly Assets for an upcoming Wii Game.
- Managed a Level.
- Familiarized myself with the pipeline. (exporting, importing, materials, etc)

Publications

Derakhshani, Dariush. *Introducing Maya 2009*. Indianapolis, IN: Wiley Pub., 2009. Print.
Derakhshani, Dariush. *Introducing Maya 2012.* Indianapolis, IN: Wiley Pub., 2011. Print.

Education

Bachelor of Science, Game Art and Design (June 2008 - September 2011)
Art Institute of California – Los Angeles
- Best of Quarter for 3D modeling

References

Available upon request.