

Trevion Overton

3D Artist

Trevion3d.com

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Objective

Push the envelope past what's expected with stunning CGI content for games, movies, commercials, TV shows and etc.

Skills

Modeling and texturing photorealistic and game resolution assets, digital sculpting, uv layout, UDIM, lighting, UE4 Blueprint visual scripting, shaders, strong communication and quickly adapting to new pipelines.

Knowledge of: Animation, rigging, lighting, rendering, compositing and video editing.

Software

Proficient in: Substance Painter, 3D Studio Max, Maya, Photoshop, ZBrush, Unreal Engine 4.

Experience with: Substance Designer, Perforce, MARI, After Effects , X Normal.

Experience

3D Unreal 4 Artist

Inhance Digital, (May 2017 - Present)

- Models and textured VR ready environment assets for Unreal Engine 4.
- Creates Pre Vis Layout for entire project interior and exterior.
- Manages project asset list and team goals.

Model/Texture Artist

Luma Pictures, Underworld Blood Wars (June 2016 - October 2016)

- Responsible for modeling, sculpting, uv layout and texturing photorealistic hard surface and organic CG props.
- Adapted to VFX uv layout pipeline. (UDIM, Displacement)

Luma Pictures, Doctor Strange (June 2016 - October 2016)

- Worked closely with CG Lead and multiple departments to resolve goals daily.
- Modeled, sculpted, unwrapped and textured photorealistic hard surface CG props.
- Adapted to VFX uv layout pipeline. (UDIM, Displacement)

Previs Asset Builder

The Third Floor, Spiderman: Homecoming (May 2016 - June 2016)

- Collaborated with coordinators to communicate goals and completed work.
- Modeled and textured low resolution 3d assets for pre-visualization shots.

3D Modeler

Red 5 Studios, Firefall (January 2015 - February 2016)

- Managed 3d assets in level designs by collaborating with multiple departments and discussing technical and visual requirements.
- Built high resolution 3d models.
- Modeled, uv'd and textured game assets.
- Created collision for game assets.
- Optimized game assets for performance quality.

3D modeler

Evox Images(November 2011 - September 2014)

- Built photo realistic CG automotive content.
- Worked on a library of production vehicles for the North American and Chinese Market.
- Worked on O.E.M. specific tasks with strict deadlines.
- Organized CG assets according to strict specification guide.
- Quickly adapted to new production pipelines as they emerge.

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.