

Trevion Overton -

3D Artist

# Bachelor of science /

# Game Art and design

Art Institute of California – Los Angeles

(June 2008 – September 2011)

# Best of Quarter for 3D Modeling

Expertise

# 3D Model Texture Artist

Lakeshore Learning Materials / (October 2021 – Present)

* Manages outsource contractors/vendors.
* Manages 3D Library of over 1,000 3D Production Assets.
* Models, textures and renders photo realistic environments in Unreal Engine for catalog.
* Models and textures game resolution assets for real time web browser store.

# 3D Unreal Engine Artist

Inhance Digital / (May 2017 – October 2021)

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

# Model/Texture Artist

Luma Pictures, Underworld Bloodwars / (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.

# 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 (PC) / (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, CG LIBRARY / (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.

Experience

* MAYA
* SUBSTANCEPAINTER
* 3DSMAX
* PHOTOSHOP
* AFTER EFFECTS
* ZBRUSH
* UNREAL ENGINE 5

Publications

# Introducing Maya 2009

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

# Introducing Maya 2012

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

Software

3D Modeling – High Poly (Photo realistic)

3D Modeling –Low poly (Game resolution)

Texturing

Lighting

Rendering

Compositing

Video editing

Digital Sculpting

UV Layout

UDIM

UE5 Blueprint Scripting

Shaders

Strong communication

Quick pipeline adapting ability

Animation (Basic Knowledge)

Rigging (Basic Knowledge)

Education

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

Objective

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