

# TREVION OVERTON - 3D ARTIST

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## OBJECTIVE

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

## EDUCATION

### 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 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)

## SOFTWARE

- 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.

## EXPERIENCE

### 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.