

Judson Eley

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www.judsoneley.blogspot.com

[LinkedIn](#)

Objective:

- Produce high quality character / environment art for industry leading studios and continue to learn new techniques and pipelines to reach higher levels of visual fidelity.

Work Experience:

Turbine / WB Games - 3D Artist

June 2010 - November 2012

- Modeled and textured high and low poly assets for both titles including characters, creatures, hard surface, and environment assets for Lord of the Rings Online and Dungeons and Dragons Online.
- Digital sculpting and texture painting.
- Skilled in creating custom brushes for Maya Paint Effects for a wide variety of uses.
- Responsible for integration of art assets into a proprietary, MMO game engine.
- Collaborated with the Art Directors, Concept, Tech Art, and World teams to make sure all specifications were met.
- Coordinated with the art director, and world teams to design the overall aesthetic of the game world.
- Worked with graphics engineers to research and improve the visual fidelity of Turbine's proprietary engine.

Turbine / WB Games - 3D Art / World Team Internships

June 2009 - April 2010

- Responsible for 3D gear sets, props and texture work.
- Used Turbine's Proprietary Worldbuilder Engine to create a variety of indoor, and outdoor environments, including caves, open fields, forests, and dungeons.

Mount Ida College Computer Animation Tutor

February 2009 - May 2010

- Official Computer Animation Tutor charged with meeting students and addressing questions or needs they had regarding Maya, ZBrush, Photoshop, and any other programs that they needed assistance with.

Education:

Ryan Kinglien's Anatomy 2R4 / 4R4

February 2012 - December 2012

- ZBrush class devoted to sculpting every bone and muscle in the human body. Met with Ryan for group sessions and individual critique.

Mount Ida College, Chamberlayne School of Design

August 2006 - May 2010

- Majored in Computer Animation Received Highest Achievement 2007, 2008, 2009
- Computer Animation Outstanding Senior Award, May 2010.
- 3.77 G.P.A., Cum Laude
- Alpha Chi Honor Society Official Member, Inducted April 2010.

References:

- Peter Anderson, Senior Character Artist, Irrational Games.
peteando@gmail.com
- Anthony Mario Scarlata, 3D Artist, Emerald City Games
itismario@yahoo.com

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Ranked Proficiencies:

- Pixologic ZBrush
- Adobe Photoshop
- Autodesk Maya
- Autodesk Maya: Paint Effects
- Autodesk 3ds Max
- Headus UVLayout
- xNormal
- Crazybump
- 3D Coat
- Marmoset Toolbag
- nDo2
- dDo
- Autodesk Mudbox
- Proprietary MMO Game Engines
- Keyshot
- Topogun
- Adobe Premier
- Perforce
- TTP