



STEVEN BARRION

3D Modeler/Concept Artist

OBJECTIVE:

An Artist seeking a position that allows me to be creative, and also contribute my skills by creating high quality models through multiple techniques.

SOFTWARE PACKAGES/LANGUAGES:

- **Adobe Design Premium:** Illustrator, Photoshop, Flash
- **AutoDesk:** Maya, 3D Studio Max, Softimage, Mud Box
- **Luxology:** Modo
- **Pixology:** Z-brush
- **Headus:** UV-layout
- **Source:** SDK Hammer-level program
- **Epic:** Unreal Tournament 3 editor, UDK Development Kit (Monthly Beta Updates)
- **Microsoft Office:** Word, Power Point, Excel

EDUCATION:

Bachelor of Fine Arts in Visual Communications
(December 2008)

American InterContinental University-Dunwoody Atlanta, GA GPA: 3.37

ACCOMPLISHMENT:

- Website Icon Concept Artist for Dickon Sire (www.dsire.com)
- Tattoo Designs for Clients
- Character and Vehicle Concept Artist for Synet Systems Studio
- 3D Modeling work for Lamplight Media LLC

- President of the Animation / GameDesign Workshop Club at American InterContinental University-Dunwoody Atlanta, GA

EDUCATION SKILLS:

- Traditional Illustration
- Digital Illustration
- Low Poly 3D Modeling
- High Poly 3D Molding
- Sculpting
- Graphic Design
- 2D animation
- UV mapping
- Texturing
- Importing Characters & Static prop into the Unreal engine
- Material editor texturing in Unreal engine

SAGE BASE 3D

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