
Timothy Pogson

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Objective : To continue my career, where I can work with a great team and development as an artist while gaining professional experience and creating compelling work.

Key Skills :

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|------------------|-----------------------|
| 1. Autodesk Maya | 5. Unity |
| 2. Zbrush | 6. Headus UV Layout |
| 3. Photoshop | 7. Quixel Suite |
| 4. UE4 | 8. Marvelous Designer |

Employment Experience:

Digital Leisure - Aurora, Ontario

July 2012 - July 2015

3D Artist

At Digital Leisure, I create 3d assets to be used in Unity and Playstation Home. These assets ranged from environment props to clothing for characters. The models would be done using industry workflows such as normal mapping, unwrapping UV's and texturing. I also assist in skinning the clothing to the characters and make sure the materials show correctly in Unity on items.

Education :

2014 Environment Creation in UE4 with Dave Lesperance

Zbrushworkshops.com online course

2012 Ontario College Advanced Diploma - Game Development

Durham College, Oshawa, Ontario

2009 Ontario College Certificate - Foundations in Art and Design

Durham College, Oshawa, Ontario

References Available Upon Request

Willing and available to relocate