David Giordano - 3D Artist

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I am driven and dedicated 3D artist with a well-honed generalist skill set developed through five years of experience in Games and Motion Graphics. I helped ship and sustain award-winning AAA titles, Indie hits, and contributed to numerous creative projects ranging from mobile games to VR.

**Work History:**

**Microsoft - Turn 10 Studios:** September 2016 - Present, Redmond, WA

UI Artist on the Turn 10 Studios UI / UX team. Contributed motion comps, UI mockups, 3D assets and animations for *Forza Motorsport 7* and *Forza Motorsport 6*. Worked on franchise-wide publishing initiatives, cover art, and marketing assets on the Turn 10 Publishing Team.

**Reverge Studios:** March 2015 - May 2016, Los Angeles, CA

3D/2D Artist responsible for environment art, concept art, design and 2D animation. Shipped one title, *Star Chamber,* for Starizon Studio, and contributed 3D art, UI design, concept art, scene layout and motion graphics animation.

**Section Studios:** May 2014 - September 2014, Los Angeles CA

3D Environment Artist developing environments and props. Worked on environment modeling and level layout for Candescent Games' *Tinertia*. Created modular art kits and environment assets on *Alone in the Dark: Illumination* for Atari Interactive. Assisted in environment art pre-production of VR game *Eclipse: Edge of Light* for White Elk Studios.

**Subtractive Inc:** May 2013 - August 2013, Santa Monica, CA

Design and 2D animation intern. Responsible for motion graphics animation, graphic design and illustration.

**Pixelfire Productions:** May 2012 - August 2012, Renton, WA

3D Artist, Concept Artist and animation intern. Designed and modeled assets for a 3D projection mapping trade show event for Bluewater, as well as content for Times Square ads.

**Professional Skills:**

Maya Zbrush Unreal 4 Unity

Photoshop After Effects 3DS Max 3D Coat

World Machine Substance Suite Quixel Suite Vray

Graphic Design Xnormal VR Dev AR Dev

**Education:**

**BFA Digital Media: Otis College of Art and Design**, Los Angeles CA Aug. 2011 - May 2014

**Fine Arts Illustration:** **Bellevue College**, Bellevue WA Sept. 2009 - Aug. 2011