

Jeremy Tabor – Character/Blendshape Artist

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Skills:

- High-Poly Modeling
- Low-Poly Modeling
- UV unwrapping
- Texture Painting
- Blendshape Sculpting

Software:

- Zbrush
- Maya
- 3ds Max
- Mari
- Substance Painter
- Photoshop
- Marvelous Designer

Experience:

- Sr. Character Artist
Daybreak Games, November 2017 - Present
Assisted in construction of character art pipeline and visual development for an unannounced UE4 title.
- Character & Blendshape Artist
Sony VASG, April 2015 – November 2017
Modeled, textured, and sculpted blendshapes for photorealistic character models on several AAA Titles including God of War (PS4), Death Stranding, Last of Us II, Days Gone, Ghost of Tsushima, Uncharted 4.
- Character Artist
Zindagi Games, November 2013 – April 2015
Modeled and textured characters for an unreleased title.
- 3D Artist
Big Block, July 2013
Modeled, unwrapped, and textured assets for 'The Walking Dead Chop Shop' App – A mobile Unity game.
- Junior Texture Painter
Rhythm and Hues, November 2012 – February 2013
Painted high-resolution textures in Mari and sculpted models for displacement map extraction for the film, 'Seventh Son.'
- Texture Painter
yU+Co, September 2012 – October 2012
Textured and sculpted characters and various props for the cinematic sequences in the game, 'Magic 2014: Duels of the Planeswalkers.'
- Creative Specialist Intern
The Foundry, May 2012 – August 2012
Modeled and textured assets to be used by the marketing team to demo features of the upcoming releases of various software. Gave public Demonstrations of Mari at the 2012 Siggraph convention.
- 3D Artist
Freelance, 2010 – 2013
Clients included: University of Pittsburgh Medical Center, The Smithsonian Institute, David and Goliath Marketing Agency, Learning Developer Inc., Kando Games, and Sage Publications.