

Justin Bintz

3D Artist

1350 Pine Street, Apt 402 - San Francisco, CA 94109 - (585) 978-2382
hugarue@gmail.com ----- <http://www.justinbintz.com>

I'm a 3D artist seeking full-time employment within a team of like-minded artists with the goal of creating high quality content. I am highly skilled in Zbrush, 3D Coat, Maya, and Photoshop and able to create game assets quickly and efficiently.

Experience:

Artillery Games, 3D Artist

August 2014 – September 2016

- Modeled and textured 40+ stylized characters through rapid prototyping in 3D alongside my art director for the game "Guardians of Atlas". Models were heavily hand painted using 3D Coat and modeled with Zbrush and Maya.

Pandasaurus Games, Freelance Miniature Sculptor

January 2016 – May 2016

- Sculpted a horde of post-apocalyptic cars for the game "Wasteland: Delivery Express".

Fantasy Flight Games, Freelance Miniature Sculptor

June 2014 – September 2015

- Modeled 14 fantasy creatures to be used as table top miniatures for the games "Descent" and "Battlelore".

3D Total Games, Freelance Miniature Sculptor

October 2013 – March 2014

- Utilized ZBrush to model fantasy characters for an upcoming table top game named "Wizards Academy".

Sword & Board Games, Freelance Miniature Sculptor

April 2013 – December 2014

- Sculpted 14 fantasy miniatures using ZBrush for the table top game named "Twelve Elements of War".

Living World Games LLC, Freelance Miniature Sculptor

September 2013 – Dec 2014

- Created multiple characters from the comic "Schlock Mercenary" as 3D miniatures for the game "Schlock Mercenary: Capital Offensive".

Skills:

- Sculpting high resolution character models in Zbrush with speed and accuracy
- Painting textures for characters and props inside of 3D Coat, both stylized and realistic
 - Keeping within polygon budget while maintaining topology flow for animators
- Highly communicative with my team to ensure every day is used in the best way possible

Education:

MFA - Academy of Art University School of Game Design

2011-2015, Graduate student specializing in 3D character art

BA - State University of New York at Alfred State

2005-2009, Bachelor's degree recipient with a focus on general 3D art