

Keith W. Schaffer

3d Artist

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Objective: To craft compelling, creative, and beautiful art in a fulfilling environment surrounded by passionate individuals that love games as much as I do.

3DS Max: Creating organic and hard surface models from concept art and photo reference. Low and high poly game modeling, UVW mapping, normal map creation, lighting, rigging and weighting.

Z-Brush: High poly organic and hard surface sculpting for normal map creation. Texture Painting.

Maya: Modeling, rigging and weighting, basic animation and Motion Capture cleanup

Photoshop: Making usable textures and tiling materials for game assets using a combination of hand painting and photo manipulation techniques.

Additional Software: TopoGun, nDo2, Substance Painter, xNormal, Mudbox, AutoCAD

Engines used: 4+ years Unity, Beast Lightmapping and Light Probes; 2 years Unreal

Industry Work Experience

Lead Artist - Mind Over Eye

Nov '13 - Current

Oversaw and worked with a small team of artists to create various 3d assets for multiple mobile games and apps. In addition to tasking and mentoring other artists; and setting up best practices and game dev pipeline; I also modeled high and low polygon objects from reference and was responsible for creating UVs, textures, and importing and setting up assets within Unity Engine (applying shaders, physics, creating collision meshes, ect.)

3d Artist - Programmatic Conquest

May '13 - Nov '13

In charge of creating all 3d assets for web/mobile based educational game using the Unity Engine. Responsible for creating and maintaining art style and direction. Responsible for setting up preliminary art pipeline that utilizes modular construction and asset sharing.

3d Artist - Institute for Creative Technologies

May '10 - March '13

Worked with a small team of artists and programmers on numerous iterative projects with multiple deadlines to create next generation medical and military simulations. Responsibilities included: Modeling high and low poly environmental and character assets from reference material; sculpting; UV unwrap; texturing; rigging and weighting of characters; and creating basic animations. Creating environmental concepts, modeling and texturing of environmental assets, and importing and setting up objects in Unity Engine. Provided constructive feedback and critiques for other artists.

Education

Ferris State University, Grand Rapids, MI

Bachelor's Degree: Digital Animation and Game Design - Magna Cum Laude