

# Justin Criswell

## Modeling : Texturing

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### OBJECTIVE

To provide top quality game assets in a timely manner, with a nod and a smile.  
And, to continually push my own creative boundaries, while helping those around me push theirs.

### EXPERTISE

3D Studio Max  
Maya  
low & high-poly organic and hard-surface modeling  
real-time shader creation  
normal map generation  
ZBrush  
Unreal Engine 3.0  
Mental Ray  
MEL Scripting  
Photoshop, Illustrator, Painter, etc.

### EXPERIENCE

#### Paradum Games 2009

Modeled, textured, & concepted low-poly environment assets for Multivaders 2

#### Clear Crown Studios 10/07 - 2/08

Character Artist. Modeled and textured characters for PC game : Shattered Suns

#### 3 Rings Media 2005-Present (ongoing freelance)

General design based creative work that includes 3d rendering, flash development, design, and animation. Produced everything from CD presentations to full websites.

#### EGR International 3/08 - 6/08

Freelance Flash Animation. Animated several 1-2 minutes promotional pieces for various clients.

### EDUCATION

Pratt Institute - BFA:Computer Graphics and Interactive Media  
Studies include Illustration and Film/video production.