

Robert Fink

3D Modeler/ Sculptor/ Texture Artist

RobertMichaelFink.com

FinkCG@Gmail.com

(503)-758-4232

Technical Skills:

- 3D studio Max
- Maya
- Zbrush
- Photoshop
- Unreal Engine (UDK)
- Headus Uv Unwrap
- Crazy Bump
- Xnormal

Traditional Skills

- Illustration
- Paint
- Story boarding
- Conceptual Design

Professional Experience

Liquid Development - Contract

Modeler/ Texture Artist/ Quality Assurance

- Modeling and Texturing for unannounced titles.
- Quality Assurance for unannounced game titles.

LiquidDevelopment.com

Deep Sky Studios - Internship - Contract

Modeler/ Texture Artist

- Modeling and Texturing for companies such as Freightliner and Nike.

Deepskystudios.com

Bent Image Lab - Freelance

Modeler/ Texture Artist

- Took stopmotion models and translated them to low poly models for use in an Augmented reality app for "i" devices.

bentimagelab.com

Related Experience

Sponsored SOE Production Team

Art Institute of Portland

- Character Artist, Environment Artist, Prop Artist, Texture Artist

Education

Art Institute of Portland - BFA - Game Art & Design.

Acquired June 17th 2011