

# Joe Burak

## CONTACT INFO

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## SKILLS

- 3D Studio Max
- Photoshop
- Microsoft Office
- Maya
- After Effects
- Pixel Art
- Zbrush
- Premiere
- Preparation

## EXPERIENCE

**Freelance Artist** 11/2013 to Present

- Using Photoshop to create pixel art for graphics, games, & illustrations
- Working with 3DS Max creating high and low poly models

**Mackevision** 03/2016 to Present

3D Production Artist

- Using Maya to clean up geometry and retopologize models
- Use V-ray along with shaders to create realistic renders
- Work with clients to build presentations in Power Point

**Tocatta Gaming** 03/2015 to 09/2015

Graphic Artist

- Creating graphics, animations, & textures in 2D
- Building 3D models, making clean uvw unwraps, and animations
- Construct levels and environments using game engines

**W-International** 09/2014 to 02/2015

MP&L Clerk/ Data Entry

**Independent Contractor: Subcontracted - Chrysler** 11/2013 to 06/2014

3D Artist

- 3d model assets using in house modeling software
- Extract CAD data to build full layouts
- Export out artwork for clients

**Happy LLama Productions** 03/2011 to 12/2013

Game Artist

- 3d modeling in 3DS Max creating characters & assets
- Unwrapping, texturing, skinning, rigging, animating
- Creating environments/level designs in Unity3D

**International Academy of Design & Technology** 11/2009 to 11/2011

Tutor/Student Worker

- Worked with struggling students in drawing fundament classes
- Walked students through game production pipeline processes
- Taught students workflow techniques in 3DS Max & Photoshop

## EDUCATION

**International Academy of Design and Technology** 2009 to 2011

Game Production & Design