

Website: www.joeburak.com | linkedin.com/in/jburak/

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SKILLS

3D Studio Max	Photoshop	Unity
Maya	Pixel Art	Unreal Engine
Zbrush	Aseprite	Microsoft Office

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
- Building experiences or games using Unity & Unreal

Wedoo

04/2022 to Present

Visual Content Creator/3D CGI Artist

- Using Maya for adjusting geometry and UVs
- Create conditioning logic updates & importing into Unity
- Building lighting & render scenes in Unity with geometry

3DExcite/Dassault Systemes

09/2019 to 04/2022

Data Preparation Specialist

- Organizing 3D scene structures
- Using Delta-gen to create render decks for clients
- Cleaning geometry from CAD files

Mackevision

03/2016 to 12/2018

3D Production Artist

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

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

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

EDUCATION

International Academy of Design and Technology

2008 to 2011

Game Production & Design