

Lynda Murray

3D Game Artist

(360) 731 – 4728

www.impdragon.com

SKILLS

3D Modeling - Digital Sculpting - Texturing - LODs - Rigging - Animation

SOFTWARE

3D Studio Max - Zbrush - Maya - Unity - TopoGun - Photoshop - 3D Coat

EMPLOYMENT

Lead 3D Artist @ Goon Studios, Pasadena, CA

Nov 2014 - Present

Project: *DUSTWUN: A Starfighter's Ballad* (PC)

- Character, creature, prop, hard surface and environment modeling and texturing
- Outsourced model clean-up
- Character rigging
- Minor creature animation
- Terrain editing and project management in Unity
- Remote time management & communication

Contract 3D Artist @ Roblox Corporation, San Mateo, CA

May 2014 - Dec 2014, July 2012 - May 2013

Project: *ROBLOX* (PC/iOS/Android)

- Prop and accessory modeling and texturing
- Remote time management & communication

Character Modeler @ Crooked Tree Studios, Sunnyvale, CA

March 2013 - November 2014

Project: *Throw Trucks With Your Mind!* (PC)

- 3D Character asset modeling and texturing
- Visual development for characters and props

Game Artist @ Melty Games, Los Angeles, CA

May 2013 - May 2014

Projects: *Rad Hotel* (iOS/Android); *Cut Your Bill In Half!* (Private iOS/Android)

- 3D Character and prop assets
- 2D Vector and raster assets
- Visual development
- Game design
- Contracts for large clients

3D Game Artist @ Exato Game Studios, Seattle, WA

November 2012 - February 2013, January 2010 - August 2010

Project: *Guncraft* (PC)

- Character and hard surface modeling
- Character and vehicle animation
- HUD and miscellaneous art
- Outsourced model clean-up

EDUCATION

DigiPen Institute of Technology, Redmond, WA

Bachelor of Fine Arts in Production Animation

September 2005 - April 2009