

Keith W. Schaffer

Character Artist

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Objective: To continue to grow as an artist while crafting compelling, creative, and beautiful art in a fulfilling environment surrounded by passionate individuals that love games as much as I do.

3DS Max: Creating organic and hard surface models from concept art and photo reference. Low and high poly game modeling, UVW mapping, normal map creation, lighting, rigging and weighting.

Z-Brush: High poly organic and hard surface sculpting for normal map creation. Texture Painting.

Maya: Modeling, rigging and weighting, basic animation and Motion Capture cleanup

Photoshop: Making usable textures and tiling materials for game assets using a combination of hand painting and photo manipulation techniques.

Additional Software: TopoGun, nDo2, xNormal, Mudbox, Premiere Pro, Lightroom, AutoCAD

Engines used: UnityPro, Unreal

Industry Work Experience

3d Artist - Programmatic Conquest

May '13 - Current

In charge of creating all 3d assets for upcoming web based project using the UnityPro Engine. Responsible for creating and maintaining art style and direction. Responsible for setting up preliminary art pipeline that utilizes modular construction and asset sharing.

Character Artist - Institute for Creative Technologies

May '10 - March '13

Worked with a small team of artists and programmers on numerous iterative projects with multiple deadlines to create next generation medical and military simulations. Responsibilities included: Modeling high and low poly characters and game assets from reference material; sculpting; UV unwrap; texturing; rigging and weighting of characters; and creating basic animations. Creating environmental concepts, modeling and texturing of environmental assets. Provided constructive feedback and critiques for other artists.

Art and Production Intern - Mark Kistler's Imagination Station

Summer '08

Worked with a team of artists to create several short animations for use in art themed children's TV show. Created 3D assets for show's closing credits. Was also a part of the pre-production of the show with responsibilities including set construction, lighting and sound engineering.

Education

Ferris State University, Grand Rapids, MI

Bachelor's Degree: Digital Animation and Game Design - Magna Cum Laude