

BLAKE DWAN

APT 103/380 QUEEN ST, AUCKLAND CITY NEW ZEALAND
PHONE 021 296 7945 • E-MAIL BLAKEDWAN@GMAIL.COM
WEBSITE - BLAKEDWAN.WEEBLY.COM

ABOUT ME

I am a 3D artist, based in New Zealand. My field of expertise is environment modeling and texturing, but I am also competent at character modeling and texturing. My last position was as Lead Artist at a Smart Phone game company, Rush Digital Interactive.

PROFESSIONAL WORK HISTORY

- August -2010 – October 2011
Rush Digital Interactive
<http://www.rushdigital.co.nz/>
Ref: Danushka Abeysuriya, CEO & Lead Technical
021 813 733

Lead Artist

I originally joined Rush Digital as a part time contracted 3D Artist and then joined the studio full time one month later. I was responsible for all 3D art that went into the games and played a big part in the development of a games look and feel. As the studios Lead Artist I was in charge of managing and assigning tasks to any offsite contract artists. I also found myself handling most of the studios social network presence, communicating with fans on Facebook, Twitter and gaming forums. This is a responsibility I fell into rather than being specifically asked to do.

Titles I have been part of :

[Get Kicking](#) (iPhone/iPod/iPad) – Lead Artist

[Hope's Quest](#) (iPad) – Lead Artist

[SwipeSlam](#) (iPhone/iPod/iPad) – 3D Artist

- April 2010
Test-Tube TV / Big Little Bang
<http://www.test-tube.tv/>

Freelance 3D Artist

I was hired to concept and build a 3D environment. I modeled, textured and designed all aspects of the scene with feedback from Test-Tube TV.

- November 2006 – January 2008
K2Vi
Newton, Auckland

3D Modeler and Texture Artist

As a modeler and texture artist I was responsible for creating accurate 3D models of buildings from architect plans or concept art as well as placing those buildings inside the 3D visualization software. Buildings had to be created and placed within a high degree of accuracy because these models represented real world buildings or complexes that were being proposed for development.

PROFESSIONAL WORK EXPERIENCE

- December -2011 – Present

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<http://www.soullinked.com/>

3D Artist

I joined an online indie team working on an MMO titled Soul Linked. I am modeling and texturing in game assets. The project is using an MMO specific engine called the Hero Engine.

- October -2009 – April - 2010

Auckland Game Works

Ref: Stephen Knightly

sknightly@gmail.com

3D Artist and Designer

I joined the organization Auckland Game Works. Where I designed, modeled and textured 3D assets for a 3D Platformer game

EDUCATION AND SKILLS

- Feb 2008 – July 2009
Graduate Diploma of Game Development (Media Design School)
Lead Environment artist on Student game “Nightfall”
Lead Artist on Student game project “Phenotype”
- July 2005 – June 2006
Diploma of 3D Computer Animation (Media Design School)
- 2004
Certificate in elementary level design (Institute of Animation and Technology)
Certificate in theory and practical application of 3D Studio Max

I have experience with the following software:

- 3D Studio Max
- Maya
- Photoshop
- ZBrush
- Gamebryo Scene Designer
- Google SketchUp
- Unity