

Charlette Bay

6938 Laurel Canyon Blvd #104

North Hollywood, CA 91605

charlettebay@gmail.com

www.LatteCG.com

(757)681-1814

Objective:

To obtain a position where my skills can benefit my employer and further develop my career.

Summary of Qualifications:

- Experience modeling and texturing 3D characters and environments
- Ability to create textures by hand-painting or photo manipulation
- Knowledge of traditional art including painting, sketching, sculpting
- Great sense of scale, space, and proportion
- Able to work with both realistic and stylized art forms
- Quick and proficient UV mapping skills
- Willingness to learn new tools and software
- Passionate worker and team player

Work Experience:

Spark Plug Games Raleigh NC August 2008 – December 2009

3D Artist (Freelance)

Clear Crown Studios Burlingame CA October 2007 – January 2008

3D Character Art Intern

Projects/Shipped Titles:

Morgana's School of Magic (Freelance Character Artist) - Spark Plug Games (PC)

- Modeling and texturing characters to resemble the provided concept art

Fairy Maids (Freelance Object Artist) - Spark Plug Games (PC)

- Modeling, UV mapping, and hand painting textures for environment props.

Dairy Queen Tycoon (Freelance Character Artist) - Spark Plug Games (PC/Mac)

- Modeling, UV mapping, and hand painting textures for characters

Shattered Suns (Character Art Intern) - Clear Crown Studios (PC)

- Modeling, UV, and texture mapping characters with a polygon limit
- Communicate progress to the Art Director

Software:

Maya, Adobe Photoshop, Mudbox, Zbrush, Unreal Editor, Shake, Final Cut Pro

Education:

Full Sail Winter Park FL August 2007

Bachelor of Science Degree in Computer Animation