



Zach Walker

3D/multimedia artist

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Skills

Character Creation
Chroma-Keying
Concept Art
Customer Relations
Future Ideation
FX Authoring
Graphic Design
Hard Surface Modeling
Logo/Icon Design
Photography
Proposal Writing
Prototype/Product Design
Shot Compositing
Storyboarding
Texturing
UI/UX Design/Wireframing
UVing
Vehicle Design
Video Editing
2D Motion Graphics
3D Animation

Applications

After Effects
Audacity
Blender
Final Cut Pro
Garageband
Illustrator
Maya
Media Encoder
Microsoft Office Products
Nitrous
Perforce
Photoshop
Premiere
Substance Designer
Substance Painter
Unity
Visual Studio
XD
ZBrush
3DS Max

About

Sharp-eyed multimedia artist with nine years professional experience taking ideas from concept to finished product. Skilled operating as both a solo creative artist or as part of a production team. Obtained secret security clearance (Non-Active).

Objective

To continue growing my career in art production, visual effects, graphic design, UI/UX design, 3D modeling, 3D animation, visual technology or game/simulation production, requiring artistic talent, creativity, project management and problem solving skills.

Experience

Ebay Specialist

Bob's Motorcycles , Jessup MD (July 2024 - Present)



Manages all used part inventory at a premiere motorcycle dealership. Posts listings of used inventory on eBay to maximize the profitability of pre-owned parts. Consistently given positive feedback for interactions with customers as well as maintaining accurate inventory numbers.

Environment/Hard Surface Artist

Oxide Games, Timonium MD - (May 2021 - July 2024)



Lead modeling and texturing efforts for vehicles in the game Ara: History Untold, which included all varieties of land, air, and sea vehicles from all eras. Modeled and textured specific vehicles from scratch, with only references, and designed various vehicles. Collaborated with the FX team to author: fabric, water, and motion graphic style FX for various buildings, and environments. Created models, textures, and FX for vehicles including siege weapons from medieval periods, all the way to flying cars and holograms for futuristic cyberpunk architecture. Mentored interns into full time positions as 3D Artists.

2D/3D Concept Artist

Theinclub, Mclean VA - (March 2019 - May 2021)



Drafted designs for the cockpit of the Aura military aircraft of 2035. Designed and engineered flight controls for the Aura. Oversaw the production of Aura's physical prototype and aided the programmers to test and perfect the controls. Created promotional material for Samsung visualizing their vision of the future of 5G. Created visuals for a short video about a forward-thinking look at digital engineering, which implemented VFX such as comping in 3D objects into footage captured on set.

3D Artist/Designer

Applied Research in Acoustics LLC (ARiA) - (January, 2016 - March, 2019)



Led 3D art production and UI design for U.S. Navy training applications. Worked on a cross-functional team of game designers and software engineers to build a military simulation to train sonar operators. Modeled and textured naval vessels and aircraft.

Education

B.A. New Media Art and Visual Technology

George Mason University, Fall 2015

Graduated Magna Cum Laude, GPA: 3.81 with Minor in Game Design

A.A. Fine Arts

Northern Virginia Community College, Spring 2013

Graduated Magna Cum Laude, GPA: 3.75

Awards and Certifications

Secret Level Security Clearance (Non-Active)

Eligibility granted August 2017

Certified Facility Security Officer (FSO)

Completed all CDSE trainings required by DSS and received FSO Certification. Was responsible for NISPOM compliant training and certification for employees and facilities.

Eagle Scout, Boy Scouts of America

Awarded May 2010

Personal

Mini Painting, Writing, Game Mastering, Carpentry, Metal Working, and Vehicle Restoration