



## Education

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Gnomon School of Visual Effects (2012-2014)  
Digital Production for Entertainment - Modeling and Texturing

Columbia College Chicago (2008-2012)  
BFA Art and Design - Illustration

## Experience

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Character Artist - Cloud Imperium Games (2015 - Present)

Responsible for

- ✔ High poly modeling
- ✔ Retopology, Baking, and LODs
- ✔ Texture and materials creation
- ✔ Facial scan texture makeup pass, Blood flow map creation, and Normal wrinkle blending
- ✔ HUD Interior

Associate Concept Artist - Cloud Imperium Games (2014 - 2015)

Responsible for

- ✔ Modular weapons
- ✔ Ship Interiors
- ✔ Character Accessories

Scene Assembly Intern - Blur Studios (2014)

Responsible for

- ✔ Compiling assets and elements from all departments
- ✔ Lighting and compositing
- ✔ Rendering final shots

## Fluent Software

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|----------------------|--------------------|
| ✔ Maya               | ✔ CryEngine        |
| ✔ Zbrush             | ✔ Marmoset Toolbag |
| ✔ Mari               | ✔ Nuke             |
| ✔ Marvelous Designer | ✔ Digital Fusion   |
| ✔ Substance Painter  | ✔ 3ds Max          |
| ✔ Photoshop          |                    |

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