



MAURY WEISS
MAURYWEISSART.COM



3D Modeling / Texturing / 2D art.

OBJECTIVE

My goal is to obtain a job that is challenging and helps me to learn more and grow as an artist. Also to make awesome games and meet new people.

SKILLS

- High poly modeling
- Low poly modeling
- Texturing
- Illustration
- Concept art
- 3D lighting

SOFTWARE

- Maya
- Zbrush
- Photoshop
- Headus UV Layout
- Topogun
- Crazy Bump
- X Normal
- Unity 3D

EDUCATION

- BFA in Game Art and Design / Art Institute of Seattle / Winter 2011.

EXPERIENCE

- Run Studios / 3D modeling, texturing and concept art for animations / Freelance, March - May 2012
- Jackson Maynard / 3D character art for online & mobile games. / Freelance, Nov. 2011 - Feb. 2012.
 - Voda Digital / 3D and concept art for mobile games & apps. / Freelance, May - Oct. 2011
 - Released mobile game title from Voda, "Mobile Linebacker"
- Sony Online Entertainment / Concept art intern for the unreleased title "The Agency" / 3 months

web site: mauryweissart.com / e-mail: mindofmaury@aol.com / phone: 360-981-4530