

## David Bailey 3D Artist

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### Objective

Adaptable, proficient and detail oriented with 5+ years of experience, who is diverse in software knowledge and able to work in a team. My desire is to expand on my skills and grow as the industry changes. With my years of experience and knowledge in the industry, I believe that I would bring a unique and valued perspective. My goal is to obtain a 3d artist position that allows me to utilize and expand my skills as a 3d modeler and texture artist.

### WORK EXPERIENCE

**Applied VR** (Los Angeles, California), March 2015- March 2016

- Working with Unity and Oculus Rift and Gear VR as a 3d Artist
  - Modeled and Unwrapped low polygon environment assets for mobile gear vr using 3ds max. Hand painted textures uses Photoshop, Krita and within 3ds max.
  - Various projects creating high polygon vehicle models for NDA projects.
  - Painted Realistic textures using Quixel's PBR method for Unity 5. Creating Albedo, Metal, Roughness, Ambient textures for Unity 5 material system.
  - Blocking out environments in 3dsmax and lighting in Unity 5. I would gather a bunch of references and pick from those references on what I liked and do a basic block out uses squares and once I liked the layout I would import it into unity to see how it looked in VR and once I was satisfied I then started creating the final assets.
  - Zbrush- Created high polygon models, then decimate the model for low polygon and unwrap in 3ds max to do a normal map bake.
- All of this is still under NDA and cannot show but will provide contact information for the company.  
<http://www.appliedvr.net/>

**Unique Landscapes** (Phoenix, AZ) Swimming Pool Company Mar 2014- Nov 2014

- Taking 2d design layouts from swimming pool designers and using a 3d program called pool studio.
- My job was creating renders that the client would see so that they would know exactly how their pool would look in their background.

Programs used: Pool Studio

**Freelance** (Phoenix, Arizona) Pubrun (IOS) Release Date: Jan 7, 2014

- I created the character models as well as the environment assets.
- I created the assets in 3ds max and used Photoshop for painting the textures.

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- I had concepts to go from for most of the assets.
- I had to create the environment pieces for a procedural design in mind so the programmer could create endless amounts of paths for the users to run through. Since this was a mobile game we needed the textures to be small in size so I tightly unwrapped the models to get the most texture quality as well as keeping the models polygons as low as possible.

<http://www.appsgalery.com/apps/pub-run-791615>

### **Rocket City Studios** (Huntsville, AL) Second Chance Heroes (PS4) Mar 2011- Mar 2013

- Creating low polygon 3d environment assets. I mainly built models for the mall section of the game. I created many storefronts for the mall. I would create the assets and put them in the engine for the level designer to place them into the level.
- Created hand painted textures using Photoshop and mud box. I would take the concepts that the concept artist would make and base the textures off of that. I learned a lot on how to be a better artist because of Josh Godin (concept artist). He sat next to me and mentored me on how to paint better and what brushes to use to get a better result.

<http://toucharcade.com/2014/02/18/second-chance-heroes-review/>

## **SOFTWARE SKILLS**

### **Proficient in:**

- 3DS Max
- Mudbox
- ZBrush
- Adobe CS5
- UNITY

## **EDUCATION**

Art Institute of Phoenix Bachelor of Arts: Game Art and Design 2002-2005

Navy 1998-2002

I was stationed in Japan for 3 years aboard the U.S.S Kitty Hawk aircraft carrier. My job there was an SH, ships serviceman. I started as an E-1 and left as an E-4.