

GABE SVENTEK

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www.gabesventek.com - www.domelabs.com - www.2plygraphics.com

SKILLS

- 3D modeling and animation with Maya, 3DS Max, Mudbox and Zbrush.
- Rigging in 3DS Max and Maya of characters including Biped, Quadruped and others
- Game Engines such as Unreal Engine, Hero Engine, Vicious Engine, Torque and Paper Vision
- Illustration, both digital and traditional in many styles with an emphasis on gesture and weight.
- Web design using Dreamweaver, Fireworks, Flash and BBedit.
- Animation using Flash, Director, After Effects and traditional cell animation.
- Video Editing in Final Cut Pro, Premier and After Effects.

EMPLOYMENT HISTORY

Brainstorm Edventures, Los Angeles, CA

2008 to Present

Lead Character Artist

Professor Brainstorm (PC)

- Modeling and rigging characters and creatures including bipeds, quadrupeds, winged creatures and many others including stretchy rigs.
- Developing pipelines in conjunction with the animators and texture artists to maximize efficiency.
- Write small sampling of scripts to handle mundane tasks such as IK linking.
- Creating blend shapes including phonemes, extreme expressions and more.
- Creating control panels and animation controls etc. for animators.

Collision Studios, Venice, CA

2007

Technical Artist

Brave: A Warriors Tale (360/Wii/PSP), *Brave: Shaman's Challenge* (DS)

- Troubleshooting and improving screen effect systems, such as depth of field, bloom etc., in conjunction with the lead programmers.
- Creating all art assets and animations for *Brave: Shaman's Challenge*, working directly with programming in every phase of the project from conception to completion.

Lead Character Artist

Jumper (Wii/PS2), Unreleased movie based adventure game (Wii/DS)

- Modeling/texturing/rigging both main characters and NPCs.
- Developing and bug-testing all HUD/UI elements including in-game prompts, health and energy bars, as well as pause menus and achievement screens.
- Researching and implementing pipeline guidelines and procedures regarding rigging and skin performance, UI creation and animation processes.

Mass Media Inc (a division of THQ), Moorpark, CA

2006

Technical Artist

Stuntman: Ignition (PS2)

- Troubleshooting and interfacing between our company and the original developer and building and testing levels.
- Leading technical demonstrations teaching other employees how to use a given set of tools, or our new methods for asset creation.

Modeler

Unreleased port of *Saints Row* (Wii), Unreleased port of *The Outfit* (PSP)

- Modeling/texturing as well as lighting/vertex lighting and small amounts of animation for both high poly and low poly characters, environments, props, vehicles, etc.

EDUCATION

Academy of Art, San Francisco, CA

2005

BFA in 3D Modeling, Animation, Drawing, Sculpture, and Photography

University of California, Santa Cruz, CA

1995-1998

Art, Typography, Stage Craft, Music and Music Production