



RESUME

SKILLS

3D Artist - Digital Sculptor, Modeler & Texture Artist

- Create 3D modeling for real world construction
 - digital sculpting and hard surface modeling
 - hard surface polygon modeling
 - NURBs modeling
 - prepare files for 3D printing in a variety of materials
 - 3D scanning, clean up and file preparation
- 3D Asset Creation for AAA titles in the video game industry:
 - high and low polygon modeling
 - uv unwrapping and layout
 - transfer map generation

2D Artist - Graphic designer & Cartoonist

- Design cartoons, illustrations and logos
- Skilled in digital and physical artwork in a variety of mediums

College Instructor of 3D Art and Multimedia

- Educate beginning, intermediate and advanced art students
- Instruct across multiple degree programs
- Teach students in all areas of 3D art, asset and texture creation
- Incorporate in-depth critiques from both artistic and technical viewpoints
- Create lectures, in-class exercises, quizzes, tests and supporting materials

SOFTWARE

Proficient in both Mac and PC formats

- Specializing in 3D modeling and CG Effects software:

- | | | |
|---------------|-----------------|----------------------|
| - ZBrush | - Maya | - 3D Studio Max |
| - Rhino | - After Effects | - Marmoset Toolbag |
| - Photoshop | - V-Ray | - Mesh Lab |
| - Illustrator | - In Design | - Materialize Magics |

EMPLOYMENT

Axiom Custom Products Portland, OR
3D Artist and Digital Sculptor, 2015-2020

Created digital sculptures, hard surface modeling and NURBs models for product production. Sculpted realistic human facial likenesses as well as cartoon and stylized models. Responsible for 3D scanning, file clean up, decimation, nesting and output files for production.

- 3D scanning using ATOS high resolution scanner
- live model scanning using Artec Eva 3D scanner
- cutting and nesting large models for CNC & Kuka Robot milling machines
- previsualization and rendering for client approval

Liquid Development Portland, OR
Contract 3D Artist, 2006-2015

Produce work for AAA titles such as Killzone 2, Condemned 2, Rockband 1 and 2, Rockband: The Beatles and Borderlands. Also, 3D modeling and art manager assistant for Aliens: Colonial Marines.

Website

artstation.com/phil_blume

Contact

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Liquid Development (continued)

Responsible for prop and asset production, including texture creation. Projects include: modeling to match supplied reference material, producing high polygon hard surface models as well as low poly models with UV unwrapping.

- solve normal mapping issues
- collaborate with concept artists and clients
- utilize collision mesh and LODs
- import assets into game engine
- animation and motion capture cleanup

Art Institute of Portland Portland, OR

Full time Instructor in Media Arts and Game Design, 2007-2015

Instructed students in all areas of 3D art, asset and texture creation. Taught beginning, intermediate and advanced modeling, texturing and animation. Developed curriculum from scratch as well as incorporate new techniques into existing coursework. Instructed and advised students in both portfolio and studio classes.

Portland Community College Portland, OR

Part-time Instructor in Multimedia Department, 2009-2016

Educated students in beginning 3D modeling, texturing and animation using Maya in a Macintosh environment. Reconstructed the Graphics for Multimedia class, where students learn Photoshop, Illustrator and InDesign. Responsible for all grading and attendance.

OTHER EMPLOYMENT

Paragon Creative

Portland, Oregon
2003-2006

Buchanan Printing

Dallas, Texas
1989-1990

Delta Graphics

Portland, Oregon
2002-2003

R.B. Design & Printing

Las Cruces, New Mexico
1996-2001, 1990-1994, 1979-1989

Great Impressions

Portland, Oregon
1994-1996

EDUCATION

Art Institute of Portland Portland, Oregon

2002-2006

Bachelors of Science degree in Media Arts & Animation

- Graduated with Honors
- On Deans list
- Nominated as student speaker at graduation ceremony

New Mexico State University Las Cruces, New Mexico

1985-1987

Majored in Art & Graphic Design

- Studied Typography
- Darkroom Photography