

James Lewis
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Objective:

To obtain a role in a studio as a Hard Surface Artist authoring: weapons, vehicles, and props.

Software:

MayaLT
Substance Designer
Substance Painter
CryEngine V
Unreal Engine 4
Photoshop
3DCoat
Knald
Marmoset Toolbag.

Skills:

PBR Texturing
Hard Surface Modeling
Procedural Texturing

Education:

B.A. Art 12/2014
Cal. State Univ. Northridge
Northridge, CA

Projects: [Vitra](#) 2/2016 - 3/2016

- Authored tiling textures and props with MayaLT, Bitmap2Material, and Photoshop.
- Worked with team to design levels and authored shaders in Unreal Engine 4 to completed project in 3 days.

Work Experience:

[HVA Operations Analyst](#), Covestic
Redmond, WA

7/2017 - present

- Monitor network operations center for High Value Assets.

[Azure Network Engineer](#), Mindtree
Redmond, WA

3/2016 - 5/2017

- Collaborate on cross-team and cross-product technical issues by working with resources from other groups to resolve customer issues. Report software bugs and customer suggestion to the product group.

[TechLink Mobile](#), Charter Global
Redmond, WA

8/2015 - 3/2016

- Worked in Mobile Tech link supporting Microsoft Full Time employees. Set up laptops for FTE.

[Environment Artist](#), Chronos VR
Seattle, WA

8/2015 - 1/2016

- Built environments using Maya for use in Unreal Engine 4 for VR demos. Authored shaders and lit environments in Unreal Engine 4 to convey mood.