

Taylor Bjorndahl

9 Richardson Street
Brighton, MA 02135

3d Artist

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Skills

- 3+ Years of Experience working on games in a 3D environment
- Knowledgeable in High to Low poly baking techniques
- Experienced in all areas of 3d Art, including modeling, unwrapping, texturing, rigging and animating
- Passionate about making and playing games
- Comfortable working in a team environment
- Able to give and take criticism
- Experienced working under tight deadlines and not afraid of going the extra mile
- Able to quickly adapt to any art style
- Knowledgeable in pipelines for UDK and Unity
- Willing to relocate (at own expense if required)

Proficient with:

- Photoshop
- Maya
- Zbrush
- UDK
- Unity
- CrazyBump
- xNormal
- SVN

Experience

10/10 – 11/10 Strike Games

- Freelance Character Artist
- Created two character models and textures

1/10 – 4/10 Senior Team Project: *Requiem* (3d Vert. Shooter)

- Object Modeler
- Responsible for conceptualizing and modeling basic enemies and bosses

10/09 – 12/09 Emergent Media Center, Winooski, VT

- Modeler/Poser for *Breakaway*
- Modeled and posed 3d models based on a storyboard

1/09 – 4/10 Game Production 2: *Clockwork* (3d Platformer)

- Environment Artist
- Modeled and textured objects for a steam-punk clock tower

Education

Champlain College, Burlington, VT

- *Bachelor of Science in Electronic Game Development: Art and Animation*
- Graduated – May, 2010.