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Subject: 3D Artist for hire

Posted by [ARob](#) on Mon, 23 Jul 2012 14:55:49 GMT

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About me: I've now been working in the Interactive Industry for just over 2yrs professional 3D Environment Artist experience as both an onsite and remote artist, I also work at reasonable rates making myself affordable to Indie Developers. I model fast and proficiently for high/low poly asset creation, using Maya as my primary modeling package (Sorry no 3ds Max). I can UV map assets for tiling or unique texture map types, along with being able to texture in several assorted artistic styles ranging from the photo-real to the whimsical hand painted look. I have worked on projects ranging from entire environment scenes, vehicles, to simple props. If your interested in my abilities and feel that I would be a great fit for your project, than feel free email me any question that you may have.

Expertise: Environment / Vehicle / Weapon / Prop Modeling & Texturing

Rate: Depends on the overall scale of project and time frame. All payments are done via Paypal

Email

Portfolio

Linkedin

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