

JULIUS HETTIG

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Objective:

- To gain experience and further develop my skills as a Character Artist and become a valuable team contributor.

Skills:

- Proficient with 3DStudio MAX and Photoshop
- Experienced with Maya, Z-Brush, Mudbox, and Body Paint 3D
- Skilled at digital painting
- Reliable and organized in team and individual projects

Experience:

- **BIG SANDWICH GAMES** *(October 2007 – October 2010)*

Killzone 3 (PS3) - 3 months

-Helped Guerrilla Games achieve milestone goals by assisting with bug fixing, 3D asset creation and optimization while on a tight schedule

Sky Pirates (Nintendo Wii) - 1 year

-Established character art pipeline, also rigged / weighted all characters
-Modeled / textured majority of characters
-Helped environment team with polishing and bug fixing to reach milestone

SOCOM: Confrontation (PS3) - 10 months

-Collaborated with Slant Six Games to create terrain for two multiplayer maps: *Desert Glory* and *Vigilance*
-Assisted with the creation of props for the map *Blizzard*.

Hoard (PS3/PSN) - 1 month

-Created majority of characters and gained animation experience

Education:

- **The Art Institute of Vancouver** *(July 2005 – March 2007)*
-Diploma in Game Art and Design