

# GEOFFREY J SMITH

CHARACTER ARTIST & DESIGNER

## EMAIL:

onimaskproductions@gmail.com

## WEBSITE:

oni\_mask\_productions.artstation.com/

## FACEBOOK:

facebook.com/geoffreyjsmith.vr

## TWITTER:

twitter.com/AdventDestiny10

## LINKEDIN:

linkedin.com/in/geoffrey-j-smith/

- Over 5 years specializing in iterative design and modeling with ZBrush, with an additional 3 years experience working in Maya, Substance Painter, Photoshop, Unity, and Unreal Engine 4.
- Proficient in conceptual design, game asset production, and real-time rendering. I'm quick to learn, and ready to adapt to any necessary workflow employed at studio or team.
- I'm a collaborative person who enjoys the creative process involved in developing grounded, engaging characters, the worlds they live in, and their stories told through the mediums of games, film, and virtual reality.

## Skills

### SOFTWARE

ZBrush

Substance Painter

Maya

Photoshop

Unreal Engine 4

Unity

3D Coat

### CREATIVE EXPERTISE

3D Character Modeling

Concept Exploration & Ideation

High to Low Poly Modeling

Anatomy Exploration & Design

Retopology & Skinning

3D Creature Design

3D Character Design

## Projects

### Stuffing and Starlight - Character Artist/Concept Designer

Jan. 2019 to May 2019

A third person fantasy game, the player collects star crystals from nightmare toys by engaging them in turn based combat.

- Modeled and textured majority of toy characters in ZBrush, Maya, and Substance Painter.
- Created concept art for characters in Photoshop.
- Worked on storyline and gameplay mechanics throughout development.

### Galactic Onslaught - Character Artist/Concept Designer

May 2018 to July 2018

A top-down multiplayer shooter where a team of 4 players must reach the end of the level before running out of oxygen, collecting gems while combating swarms of vicious alien bugs.

- Modeled and textured enemies in ZBrush, Maya, and Substance Painter.
- Textured majority of environment assets, power ups, & collectibles in Substance Painter.
- Worked on concept art & gameplay mechanics.

## Employment

### ActionLink

Marysville, WA

Merchandiser

Jan. 2021 to Current

- Set up and maintenance of interactive displays for major electronics retailers in the Snohomish county area.
- Advocacy of the latest brands of consumer electronics ranging from entertainment, media production, & security.
- On hand to fill in if additional assignments become available.

### UpWork

Washington, US

Professional Freelancer

Jan. 2021 to Current

- Specializing in character/creature design and modeling for animation and games.
- Can work from initial character conceptualization to finalized asset ready for rigging and animation.
- Over 5 years working in character creation using ZBrush, Maya, Substance Painter, Photoshop, & 3D Coat.
- Graduated from The Academy of Interactive Entertainment with an Advanced Diploma in Game Art & Animation.

### TNG

Lake Stevens, WA

Merchandiser

May 2016 to Dec. 2020

- Deployed at retail centers across the Snohomish county area.
- Efficient and quick in replacement and tidying up of book displays.
- Often redeployed to fill in when additional work becomes available.

## Activities

### Global Game Jam 2018 · 3D Modeler - Appease Me!

Jan. 2018

- Modeled and textured "Sea God" character in ZBrush and Substance Painter.
- Modeled environment pieces in ZBrush.

### Interactive Experience Jam · 3D Modeler - Sleepy Trucker

Nov. 2017

- Modeled interior elements in Sculptoris and Maya.
- Organized additional 3rd party assets.

## Volunteering

### PAX West 2019 · Volunteer at Slugfest Games Booth

Aug. 2019

Washington State Convention Center, WA

- Engaged visitors by both guiding and participating in playing the company's board game Red Dragon Inn.
- Answered questions and provided an enjoyable experience to encourage first time players to purchase game.
- Assisted with breakdown of booth at end of event.

### Recruiting and Networking Mixer · Volunteer

Mar. 2019

Seattle Center Armory, WA

- Helped set up of food and tables for event.
- Acted as a guide for arriving guests.

### Emerald City Comi-Con 2018/2019 Volunteer at AIE Booth

Mar. 2018

Washington State Convention Center, WA

- Worked on a 3D character model demonstration in ZBrush.
- Answered questions about Academy of Interactive Entertainment.

### PAX West 2018 · Volunteer at AIE Booth

Sept. 2018

Washington State Convention Center, WA

- Answered questions about Academy of Interactive Entertainment.
- Worked on a 3D character model demonstration in ZBrush.

## Education

### Academy of Interactive Entertainment

Aug. 2017 to July 2019

Advanced Diploma in Game Art & Animation 2019