

# Kelvin Tan

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## Objective

To produce professional quality artwork as an environment artist on a game development team.

## Professional Experience

### **Blizzard Entertainment, Irvine, CA**

Apr 2010 - Present

*Associate 3d Artist*

#### **“World of Warcraft - Cataclysm”**

- Model and texture props and items
- 2d concepts
- Animate 3d objects
- Create particle systems
- Construct collision and destruction

### **Blizzard Entertainment, Irvine, CA**

Jun 2009 - Sep 2009

*3d Artist Intern*

#### **“World of Warcraft - Cataclysm”**

- Model and texture props and items
- 2d concepts
- Animate 3d objects
- Create particle systems
- Construct collision and destruction

### **Isopod Labs, Santa Monica, CA**

Jun 2008 - Dec 2008

*Environment Artist Intern*

- Model and texture high quality assets for levels
- Assign materials and export assets for proprietary engine
- Create collision and destructible objects

## Skills

### **Programs**

- 3ds Max
- Maya
- ZBrush
- Photoshop
- Unreal Editor 3.0
- Flash
- Illustrator
- After Effects

### **Applications**

- xNormal
- RoadKill
- CrazyBump
- PolyCruncher

## Education

### **The Art Institute of California - Los Angeles**

*Bachelor of Science, Game Art and Design*