DAVID SAWCHUK
3D ENVIRONMENT ARTIST

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Hello,

My name is David Sawchuk and I am applying for a 3d Environment or prop Modeller position. I model, texture, light and render scenes and objects. Besides my 3d skills, I have been doing web design and graphics work for 10+ years.

Since graduating college September 2010, I have completed contract work for a few studios as well as my own projects. I modelled, unwrapped and textured set props and weapons as a volunteer for Flaming Brain Studios. I joined Facerocker Games on their first iPhone game, as the Lead Environment Artist, where I was responsible for modelling, unwrapping and texturing full levels and props in a hand painted style, as well as overseeing and unwrapping some of the other environment artists work. Please read the attached referral.

I am proficient in 3ds Max, Adobe Photoshop cs4, z-brush and the unreal editor. I also have working knowledge of Maya, Unity, Mudbox, Adobe Premiere, Adobe Audition, Adobe Encore, After Effects, Motion Builder, XNormal and others. I pride myself in my ability to learn new programs quickly and effectively.

Before going to college for game art, I did graphic design for Halton Web Design and Don't Shoot the Messenger. I focused on web templates and web banners, but also did flyers, business cards, logos, newspaper ads and video and audio editing for mobile phones.

While working with Facerocker Games I learned that whether it is work for a AAA title or an iPhone project, the amount of work and dedication I give does not falter. My goal on every object is to make it the best it can be. I look forward to bringing my passion and dedication to your studio.

DAVID SAWCHUK
3D ENVIRONMENT ARTIST

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Objective: I desire a position as a 3d Environment artist in a role that allows growth as an artist.

Primary Skills: 3d Modeling, Unwrapping, Texturing and lighting objects and scenes

3d Experience: Mar. 2011 - Present : Facerocker Games - Lead 3d Environment artist , modeled whole levels and props, unwrapped my work as well as other team members work, hand painted textures for props and levels. Work used as example for others.

Feb. 2011 - Next Gen Reality. Ltd. Contract work, Completed weapon model

Nov. 2010 - Jan. 2011 : Flaming Brain Studios as a volunteer, modeled, textured weapons and set props.

Other Experience:

Humber College: 2009-2010

-Tutored first and second year as well as the post graduates in the 3ds Max degree program. Programs I taught included 3ds Max, Adobe Photoshop and Unreal Editor as well as Dreamweaver.

Don't Shoot the Messenger: 2005-2008

  -Manager of Graphics department

  -Completed many advertisements for print media, business presentations and online. Including but not limited to, web banners, website templates, newspaper ads, flyers, and more.

  -Worked on HTML, website coding and edited video and audio for mobile phones.

Halton Web Design: 2000-Current

  -Photoshop web templates, picture editing, designing layouts, logos, business cards, flyers

Program Knowledge:
3ds Max, Adobe Photoshop, Unreal Editor, Z Brush, Maya, Mudbox, Adobe Premiere, Adobe Audition, Adobe Encore, After Effects, Motion Builder, XNormal,

Education: 09-10 Humber College, 1 year Post Graduate degree for 3d game art and design, Earned Honours

        07-09 Humber College, 2 year degree program. Multimedia 3d Animation

        06-07 Humber College, 1 year certificate program, 3ds Max Modeling and Animation Certificate

        Jun 06 Graduated E.C.Drury High school

To Who it May Concern.

I am Manager of Facerocker, LLC, concentrating on the games division. Our first game is a low budget affair, but an ambitious one. I needed people willing to work hard, while still bringing a level of creative energy and a high benchmark of quality. I brought David Sawchuk in as a modeler and texture for the game, and he has fulfilled all my needs.

David is willing to go the next level required for my project. He works quickly in order to reach deadlines, but this speed never hurts the final product. He is full of desire to do his best and more importantly, to learn his craft. He is never satisfied with simply getting something done. Every delivery comes with notes and suggestions about what could be tweaked to make his work even better, even though his original delivery is almost always just what I needed. His models are clean, and he has stepped up to texture much of his own work since we are short handed.

David has been a great asset to this project, and I look forward to seeing more of his work as it continues.

- Matthew Arnold