

Clark Morissaint

973-592-8958

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www.ckretone.org

OBJECTIVE:

Acquire 3D artist position where my experience and educational background can be used to enhance different aspects of game development in a growth-oriented, team driven, environment.

EDUCATION

Bachelor of Art, School of Communication, Savannah College of Art & Design (SCAD), Savannah GA

- ◆ **Major of Study: Computer Art and Game Development.** 2003
- ◆ **Deans List**

INDUSTRY EXPERIENCE

Adjunct Instructor , Collins College	9/2008 - 3/2013
Adjunct Instructor , Arts Institute of Phoenix	7/2008 – 3/2010
Adjunct Instructor , Arizona State University	7/2007 – 6/2008
3D Artist , Rainbow Studios, Phoenix AZ.	7/2007 – 6/2008
3D Artist , Technicolor Interactive, Los Angeles CA	9/2006 – 7/2007
3D Artist , Streamline Studios, Amsterdam, Netherlands	4/2004 – 8/2006

Professional Certification

Autodesk 3DS MAX 2010

Additional Honors & Awards

Focused Editorial: Artistik magazine January 2010 issue

TITLES WORKED ON:

Saints Row; Microsoft XBOX 360

- ◆ • Modeler
- ◆ • UV Mapped low-poly assets
- ◆ • Modeled in-game environments.

Unreal 3; Microsoft XBOX 360, Epic

- ◆ Modeler High-poly/Low-poly
- ◆ UV Mapped low-poly assets,
- ◆ Created normal maps for vehicle and weapons.
- ◆ Texture Artist

Battlefield 2142; Microsoft XBOX 360

- ◆ Modeler High-poly/Low-poly
- ◆ UV Mapped low-poly assets,
- ◆ created normal maps for in-game assets

Stargate Worlds; Microsoft XBOX 360

- ◆ Modeler High-poly/Low-poly
- ◆ UV Mapped low-poly assets,
- ◆ created normal maps for in-game assets

Blacksite Area 51; Microsoft XBOX 360

- ◆ Modeler High-poly/Low-poly
- ◆ UV Mapped low-poly assets,
- ◆ Created normal maps for in-game assets
- ◆ Texture Artist
- ◆

The Movies; PC Port

- ◆ Modeler/Texture /Low-poly
- ◆ UV Mapped low-poly assets

Game Tester: X-Men Legends II Rise Of Apocalypse

Beta Testing

- ◆ Tested multiple game builds and reported bugs into database

Game Tester: True Crimes NYC Activision

- ◆ Beta Testing
- ◆ Tested multiple game builds and reported bugs into database

SKILLS

- ◆ Character/Environment Art
- ◆ Low Poly/High Poly/ UV Mapping/Normal mapping/Texturing
- ◆ 3D Studio Max 8,9,2013
- ◆ Mudbox 2010,2013,2014
- ◆ ZBRUSH 4R6
- ◆ Photoshop CS6

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