

# Clarissa Reid

3D Character and Concept Artist

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## SUMMARY:

A skilled 3D character and concept artist. Has been developing knowledge of human and animal anatomy since a young age, as well as a strong understanding of composition, color, shading and values. A team worker who is willing to take direction and follow through.

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## TECHNICAL EXPERIENCE:

- Adobe Photoshop
- Z-Brush
- 3D Coat
- Adobe Illustrator
- Adobe After Effects
- xNormal
- Crazy Bump
- Windows and Mac OS
- Autodesk Maya
- Unreal Development
- Microsoft Office Suite

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## RELATED SKILLS:

Organized; works well in a group and can lead if necessary; experienced with customer service; knowledgeable artist that has been expanding skills (both traditional and digital); experienced in marketing, management, and education.

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## PROFESSIONAL WORK EXPERIENCE:

**2K Games** Novato, CA 11/2015-10/2016  
*Capture Specialist:* Composed and captured game play and screen shots for trailers and viral social media marketing campaigns for games such as XCom2, The Bioshock Collection, Mafia III, BattleBorn, and Evolve. Created material for viral social media campaigns for Mafia III. Edited and composed Play Boy magazines for Mafia III in-game content. Organized and filed documents for official Mafia III art book. Collected and edited footage to be reviewed by ESRB for the Bioshock Collection.

**FLOAT Hybrid Entertainment** San Francisco, CA 08/2014-07/2015  
*Production Artist:* Produced concept art and storyboards. Sculpted, retopologized, UV mapped and textured 3D characters. Designed and built animated title sequences. Designed and created UI for products and web pages. Created 3D model product mock-ups and lit renders.

**Ex'pression College** Emeryville, CA 01/2012-6/2014  
*Administrative Assistant to Game Art & Design Directors:* Worked in marketing, creating videos, tutorials and art boards for open houses, GDC booths and other school-related events. Created lesson plans. Printed materials for classes, directors, and meetings. Maintained schedules, took minutes at meetings. Managed supplies.

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## OTHER EXPERIENCE (Student Work):

**Chimera (3D Character):** December 2013  
Created concept, sculpted, retopologized, UV mapped, textured, and lit.

**Bell (3D Character):** November 2013  
Created concept, sculpted, retopologized, UV mapped, textured, and lit.

**Lavender Town (3D Environment): Group Project** March 2013  
Proposed concept, created concept art, level designer, modeled, UV mapped, textured items for level.

**Glory City Central Park Aftermath (3D Environment):** March 2013  
Created concept, level designer, modeled, UV mapped, textured.

**Silhouette (Flash Game):** January 2013  
Pitched concept, lead concept artist, opening cinematic artist, lead character artist, assisted with animation.

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## EDUCATION:

**Ex'pression College for Digital Arts,** Emeryville, CA  
Bachelor of Applied Science, Game Art & Design (2014)

**Online Portfolio:** [Clarissareid66.weebly.com](http://Clarissareid66.weebly.com)