




Crystel Land
3D Modeler

Website: <http://www.vertexsnapper.com> **Phone:** 321.663.8811 **E-mail:** verrtexsnapper@gmail.com

Objective

To work in an environment which challenges me as an artist, and where I can contribute to something I feel proud to be a part of.

Professional Experience

<p>DiSTI Senior 3d Artist (06/2009- Present)</p>	<p>-Responsible for modeling, texturing and animating accurate hard-edge models for a real time military training simulation -Written several tutorials intended to assist artists, at DiSTI, with the techniques commonly used and workflow</p>
<p>N-Space Incorporated DS Character Modeler (06/23/2008-05/22/2009)</p>	<p>-Low Poly Character Modeler (around 500 tris) -Responsible for modeling and texturing character and creature models, as well as props and 3d UI elements for six Nintendo DS titles</p> <p>Published Games Include:</p> <div style="display: flex; justify-content: space-around; align-items: center;">    </div>
<p>DEI Services Corporation Graphics Developer (01/2008 - 06/2008)</p>	<p>-Graphics Developer for an AV-8B Harrier simulation -Responsible for modeling, texturing, animating, and compositing realistic high resolution models in 3d studio max, for use in a military simulation program.</p>

<p>Skills</p> <ul style="list-style-type: none"> - High-Poly Hard Surface and Organic Modeling - Low-Poly modeling - Texturing - Traditional Art (Drawing, Painting) 	<p>Software</p> <ul style="list-style-type: none"> - Autodesk 3D Studio Max (Primary) - Pixologic Zbrush - Adobe Photoshop - CrazyBump - Autodesk Maya (Beginner)
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Formal Education

B.A. Digital Media – Visual Language – University of Central Florida (2002-2007)