

Tom Swift

Environmental Artist

TomSwift3D@gmail.com
785.227.5526
6400 Windcrest Dr. Apt. 1121
Plano, TX 75024
TomSwift3D.com

Tools

- Autodesk 3DS Max 2010
- Autodesk Mudbox 2010
- Autodesk Maya 2010
- Adobe Photoshop CS4
- Microsoft Office Suite
- Tortoise SVN Subversion Client 1.6.6
- CrazyBump 1.1
- XNormal 3.16

Engines/Editors

- Unreal 3.0 Level Editor
- UDK
- Unity 2.6
- Torque X 1.5

Skills

- Traditional and digital art skills
- UV unwrapping and texturing of 3D models
- Environment building and lighting
- 2D sprite and 3D key frame animation



Game Experience

Hell's Belle (UDK)

Spring 2010

- 3D, side-scrolling, action-platformer in the style of the *Castlevania* and *Metroid* series
- Modeled, UV unwrapped, and textured over 30 environmental assets
- Created model sheets and concept art for many game assets
- Utilized SCRUM task management system
- Artist on a team of thirteen people (one producer, one game designer, one programmer, six level designers, and four artists)

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Soul Jackin' the Big Easy (Unreal Tournament 3 Demo)

Fall 2009

- FPS developed as an homage to 1970's action films like *Shaft* and *Dolemite*
- Selected as one of two games shown at Guildhall Exhibition Fall 2009
- Modeled, UV unwrapped, and textured two characters
- Concepted, modeled, UV unwrapped, and textured main weapon
- Modeled, UV unwrapped, and textured several environmental assets
- Artist on a team of seven people (one producer, one programmer, three level designers, and two artists)

Celerity (2D Torque Project)

Spring 2009

- 2D, side-scrolling, platformer where the player controls a fast-running robot on an alien world
- Created 58 art assets for 2 unique levels
- Concepted the game's main character and created accompanying animation set (idle, run, speed boost, damage, and death)
- Created several pieces used for story screens and marketing materials
- Sole artist on a team of four people (one programmer, two level designers, and one artist)

Directed Focus Study – Voodoo Shop

Fall 2009

- Environment created in 3DS Max 2009 based on a slightly run-down voodoo shop in New Orleans, LA
- Focused on translating a photograph into a 3D scene through the use of perspective grids and measurement, texture histories, and story
- Rendered with Mental Ray

Education

The Guildhall at Southern Methodist University

May 2010

Master of Interactive Technology, specialization in Art Creation

GPA: 3.64

Kansas State University

December 2007

Bachelors of Science in Accounting

GPA: 3.0