

Steve Hammond

www.stevehammond.net

TEXTURE ARTIST
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541.778.1500

- PROFILE:**
- Over eight years experience creating CG assets for feature films, games, and commercials.
 - Exceptional texture painting and shading abilities, with professional experience using Mari.
 - Strong traditional art skills, including knowledge of design, color, and lighting.
 - MFA from Savannah College of Art and Design in Animation.

EXPERIENCE:

Industrial Light & Magic - Texture Artist

Nov 2015 - Nov 2016.

- Created digital body doubles for Benedict Cumberbatch, Chiwetel Ejiofor, and Tilda Swinton.
- Worked with ILM's proprietary shading system to create stunning environments for Dr. Strange.

Sanzaru Games, Inc. - Lead Shader/Texture Artist

July 2015 - Nov 2015.

- Led a team of character artists in developing VR assets for Oculus Rift using Unreal Engine 4.
- Developed efficient and flexible shading system for managing a variety of material types.

Czarcade Games - Lead Concept Artist

Sep 2013 - Jan 2015.

- Collaborated with game designers to develop innovative style for indie game "Keyhole."
- Assessed impact of visual elements on storytelling and overall game path.

Rhythm & Hues Studios - Texture Painter

Apr 2010 - Mar 2013.

- Created materials and textures for hero-level assets using Mari, Mudbox, and Photoshop.
- Determined training and work assignments for junior team members.

Fisher-Price - Character Artist

May 2009 - Dec 2009.

- Modeled, textured and rendered CG characters and environments within a Maya pipeline.
- Developed concept art and storyboards for transforming toys into stylized CG assets.

TEACHING EXPERIENCE:

SAE Expression College - Full Time Faculty Instructor

May 2017 - Present.

Cogswell Polytechnical College and Art Institute - Adjunct

Oct 2014 - July 2015.

- Portfolio, Concept Development, Animation, CG Modeling, Storyboarding, and Materials.

CREDITS: Texture Painter - Digital doubles, creatures, props, wardrobe, environments, and hard surfaces.

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|-------------------|-------------------------------|------------------|
| • Doctor Strange | • R.I.P.D. | • Seventh Son |
| • Life of Pi | • Snow White and the Huntsman | • Transformers 5 |
| • Percy Jackson 2 | • X-men First Class | • Hop |

- SKILLS:**
- Proficient in Mari, Mudbox, Maya, Bodypaint, Photoshop, and Z-brush.
 - Experience with Linux, V-Ray, Mental Ray, Renderman, Nuke, and Unreal Engine 4.
 - Excellent communicator, effective leader, with exceptional time-management skills.

EDUCATION:

Master of Fine Arts - Animation
Savannah College of Art & Design
Savannah, GA - 2008

Bachelor of Fine Arts - Art
Southern Oregon University
Ashland, OR - 2004