

Paul Fish

Tustin, CA

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OBJECTIVE

To obtain a position as an environment artist making engaging, well-crafted RPGs with outstanding visuals and working with a motivated and talented team with which I can learn and grow as an artist.

SUMMARY OF QUALIFICATIONS

- 8+ years experience in the game development industry
- Able to rapidly learn and assimilate new technologies
- Excellent modeling and texture painting skills
- Excellent communication and collaboration skills
- Strong work ethic

SKILLS

- 3D Studio Max, Maya, Photoshop, Zbrush, Knald, Quixel Suite, UDK, Unity, G.E.C.K. (Gamebryo Editor), Flash, Perforce, Sharepoint, JIRA

EMPLOYMENT HISTORY

inXile Entertainment, Newport Beach, CA
Senior Environment Artist

December 2014 – Present

Torment: Tides of Numenera

- I am responsible for modeling, texturing, and level creation, working with designers, writers, and Art Director to create pre-rendered scenes.

Obsidian Entertainment, Irvine, CA
Environment Artist

October 2012 – December 2014

Unannounced Project

- I was responsible for modeling, texturing, level building, lighting, and rendering, working closely with the Project Director and Art Director to create and refine the look and style of the game.

Pillars of Eternity (PC)

- I was responsible for creating models, textures, and materials for buildings, props, and other environment assets.

South Park: The Stick of Truth (PC, Xbox 360, PS3)

- I was responsible for creating background environment art, environment animations, and destructible objects, working closely with designers, animators, programmers, Art Director, and Project Director. In addition, I helped set up the art pipeline, working closely with programmers and Project Director to implement new tools and features for artists.

Forge Father Games Inc.
3d Artist

May 2012 - October 2012

THON (tabletop RPG)

- I was a contract artist responsible for creating 3d printer-ready models to be used as figurines.

Environment Artist
Obsidian Entertainment, Irvine, CA
Environment Artist

February 2007 - March 2012

South Park: The Stick of Truth (PC, Xbox 360, PS3)

- I was responsible for creating background environment art, environment animations, and destructible objects, working closely with designers, animators, programmers, Art Director, and Project Director. In addition, I helped set up the art pipeline, working closely with programmers and Project Director to implement new tools and features for artists.

Fallout: New Vegas (PC, Xbox 360, PS3)

- I was responsible for creating and importing models, textures, and materials for in-game environments, world building, and lighting.
- I created approximately half of all weapons and weapon mods, working closely with the Project Director and animators.

Alpha Protocol (PC, Xbox 360, PS3)

- I was responsible for creating props (models, textures and materials) for in-game and cinematic use.
- I worked closely with animators and designers to meet needs for cinematics and level layout.
- I worked closely with the animation team for several months to complete character animations for dialogue scripted sequences.
- I worked with our VFX artist to create and optimize particle FX for in-game and cinematic use.

EDUCATION

Art Institute of California, Los Angeles, CA
Bachelor's of Science Degree in Video Game Art and Design

Graduated 2007

References available upon request