

Tadao Masuyama | 3D artist

12931 Oxnard st. apt.#14 Van Nuys, CA 91401
Tadao2289@gmail.com
cell# 786.223.2312
www.Tadao-art.com

Skills

Software

3dsmax
Maya
DreamWeaver
AfterEffects
Zbrush
Mudbox
Perforce
Evo
xNormal
UDK

Creative/ Technical

Modeling/optimizing
Game geo
Sculpting/Highpoly
modeling
Texturing/Lighting

Work Experience

Dec 2010 to Dec 2011 **Contract Artist**
Darkside Games

Model high and low poly assets, Unwrapping and baking maps, art related bug fixes within Unreal.

Dec 2010 to Dec 2011 **Contract Artist**
Shadows in Darkness

Model high and low poly assets, Unwrapping and baking maps, art related bug fixes within Unreal.

Jan 2009 to Dec 2010 **Contract Artist**
Virtual Prophecy Entertainment

Model props and environment backgrounds as well as lighting, texturing, and rendering for casual games.

Awards and Education

EvolveCG 2011 - Second Place
Character Modeling/Texturing

June 2007 to Sep 2010 *The Art Institute of Ft. Lauderdale*
Bachelor of Science Degree in Game Art