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## Qualifications

### 3d modeling

Strong modeling skills with focus on proper edge flow for deformation and optimized poly counts

### Digital Sculpturing

Skilled with sculpting dynomesh models in Zbrush and taking to a game ready state with retopologizing and texture baking

### Texture Painting

Strong understanding of texture creation starting with efficient UV's

### Concepts and Illustration

Can create clear concept drawings and illustrations in black and white sketches to full color paintings

### Love Critique

Will not back away from any critique and accepts criticism with an open mindset. Always room to improve.

## Skills

### Digital

Maya  
3d Studio Max  
Zbrush  
Photoshop

### Traditional

Sculpture  
Life Drawing

### Conceptual

Character Design  
Environment Design



# Shilo Mulkin

3d artist | illustrator

## Professional Experience

### Art Intern (August 2012 - Present)

DigiPen Institute of Technology R&D (Unannounced Projects)

- Sculpted & modeled realistic environment assets
- Hi poly normal map baking using X-Normal
- Created realistic game-ready vehicle models, optimized for collision
- Imported art assets into custom game engine
- Managed shader networks

### Art Intern (June 2011 - March 2012)

Look-Both-Ways Foundation ('Netskills4life.com')

- Collaborated with a small team tasked with developing story design and art assets for an interactive Flash website
- Designed kid friendly mini-games and puzzles
- Created animated mock-ups and demos
- Designed characters and optimized assets for animations (Flash)

## Student Experience

### Art Director (November 2011 - June 2012)

The Good Mood Creators ('Mekazoo', PC)

- Vision holder of the artistic direction of the game
- Identified color palates and style guides
- Created concept art for environment assets and characters
- Modeled, textured, rigged and animated enemy characters

### Teachers Assistant (May 2012 - July 2012)

DigiPen CG251, Intro to Character Modeling (3ds Max)

- Created multiple tutorials covering unwrapping and topology techniques
- Assisted the professor with multiple demos covering topology, unwrapping, rigging and animation techniques in 3ds Max

## Education

DigiPen Institute of Technology

Bachelors of Fine Arts in Digital Art and Animation  
Expected Graduation December 2013

