



Arlington, TX 76015
charlifreda@gmail.com
www.charlifreda.com

Skills

- ☞ 3dsmax, 3DCoat, Zbrush, Photoshop, Headus UV Layout, Marmoset
- ☞ UDK, UE4, Unity, Tortoise SVN, JIRA, Confluence, Microsoft Office Suite

Professional Experience

- March 2015- October 2016 *Ragtag Studio* Freelance Environment Artist
☞ Environment concepts, Modeling, UVing, Texturing props and environment assets
- April 2014- June 2014 *Game Circus LLC* Contract 3DArtist
☞ Modeling, UVing, Texturing prototypes, updating assets, Daily Facebook Puzzles

Team Game Experience

- January 2014-August 2014 *Moody Games* Lead 3D Artist
☞ Concept Art, Modeling & Texturing for characters, vehicles, props and weapons, Art Style Guide
- January 2012-May 2012 *Super Fuzzy Studios* Artist
☞ Concept Art, Modeling & Texturing for characters, vehicles, props and weapons, Art Style Guide, Asset Data Base
- August 2011- October 2011 *2DAS* Lead Artist
☞ Concept Art, Modeling & Texturing for characters and props, Art Style Guide, Asset Data Base, Art Approval Pipeline
- March 2011- May 2011 *Easily Amused* Lead Artist
☞ 2D assets, animations, marketing materials, Asset Data Base, Art Approval Pipeline

Education

The Guildhall at Southern Methodist University Plano, TX

January 2011-December 2012

Master of Interactive Technology, Art Creation

Thesis: "Interpretation of Character Traits using Silhouette & Anatomy"

GPA: 3.74

Team Game Peer Awards:

Best Character, Best Art Style, and Best Game Mechanic for *Illusion Spectacular!!!*

The University of Texas Arlington Arlington, TX

August 2004 - May 2008

Bachelor of Fine Arts, Ceramics

Final Exhibit: "The Vord Queen, Doroga and Walker"

GPA: 3.47

2008 Outstanding Senior Award