

Don Pham | Environment Artist

Cell: 408.802.1423

Email: dpham.cg@gmail.com

Portfolio: <http://www.donpham.net>

Skills

- 3d Studio Max
- Maya
- Adobe Photoshop
- Lighting
- Texturing

Experience

Paragon Studios **11/07 – 10/10** **Mountain View, CA**

Environment Artist – City of Heroes

- Creating interior and exterior environments
 - Using in-game editor for object placing and layout
 - Working closely with Design
- Creating assets/props in 3ds Max:
 - Modeling/texturing/lighting
 - Familiarity with modular pieces
- Creating minimaps for interior/exterior environments
- Creating loading screens
- Troubleshooting and fixing art related bugs
- Training up new artists to familiarize them with tools and pipeline

Cryptic Studios **02/07 – 11/07** **Los Gatos, CA**

Associate Environment Artist – City of Heroes

- Creating interior and exterior environments
 - Using in-game editor for object placing and layout
 - Working closely with Design
- Creating assets/props in 3ds Max:
 - Modeling/texturing/lighting
 - Familiarity with modular pieces
- Creating minimaps for interior/exterior environments
- Creating loading screens
- Troubleshooting and fixing art related bugs

Electronic Arts **05/05 – 03/06** **Redwood Shores, CA**

Production Assistant – The Godfather

- Collision modeling/surface tagging
- Assisting environment artist to assemble and optimize game performance
- Creating mini-maps for interior levels
- Placing interior levels into the game
- Texture UV cleanup

Education

Academy of Art University, San Francisco, CA. December 2006
Bachelor of Fine Arts