

Eric Richard Hoefler

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OBJECTIVE:

To obtain a job in modeling and texturing where I can utilize my abilities in a professional work environment where good communication and team work is the foundation of the company.

QUALIFICATIONS:

3D Studio MAX

- Create models with polygon count restrictions utilizing build techniques including primitives and spline cages.
- Use of the Unwrap UVW modifier to unwrap models using the pelt mapper for seamless texturing.
- Able to use the material editor to apply multiple textures to a single model.
- Able to use the Physique and Skin modifiers as well as make custom bones for animation and model posing.

MAYA

- Utilize polygon primitives and NURBS primitives as well as CV Curve creation for low and high poly modeling.
- Able to use the Hypershade for texture application.

ZBrush 3.1

- Create models from base shapes as well as ability to import models from Max and Maya for further manipulation.
- Capable to create all textures using the projection master and utilize self made alpha brushes as well as vertex painting to texture models.
- Knowledge of the Zmapper utility to create normal maps for low poly models in Max and Maya.

Photoshop

- Create custom textures from photographs for use in Max, Maya, and Zbrush.
- Create website layouts, flyers, and mailers for promotional purposes.
- Create texture maps, as well as bump, specular, opacity, and reflection maps.

Illustrator

- Create custom vector images from photographs for use in Photoshop for further texturing.
- Create logos for use in Photoshop for further texturing use.

EXPERIENCE:

Onverse LLC

- Create low poly models and assets built to scale for Torque integration.
- Work around polygon restrictions to create models with multiple levels of detail for further optimization.
- Optimize textures to be used across multiple models to reduce the memory imprint for online players.
- Use Torque Constructor to create optimized interior housing and environmental details for use in Torque.
- Use a combination of hand painted and photo manipulated images to create textures beautifully and quickly.

Sunfire Studios

- Create low poly models for integration into the Hammer engine.
- Create low poly assets built to scale for Hammer integration.
- Hand draw concept environmental sketches for level designer use.
- Color hand drawn sketches in Photoshop to create a mood for the concept.
- Collaborate with a team to create a poster advertising the upcoming Steam title Fateless

EDUCATION:

Bachelors of Visual Communication with a Major in Game Art

Collins College
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