GABE SVENTEK
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SKILLS

- 3D modeling and animation with Maya, 3DS Max, Mudbox and Zbrush.
- Rigging in 3DS Max and Maya of Bipeds, Quadrupeds, Winged Creatures and Environmental Objects .
- Game Engines such as Unreal Engine, Hero Engine, Playstation Home, Vicious Engine, Torque and Paper Vision.
- UI/UX design in an intuitive, stylish and accessible manner.
- Illustration, both digital and traditional in many styles with an emphasis on gesture and weight.
- Video Editing in Final Cut Pro, Premier and After Effects.
- Animation using Flash, Director, After Effects and traditional cell animation.

EMPLOYMENT HISTORY

Total Immersion, Miracle Mile, CA 2009 to 2013
3D Generalist
- Modeled, textured and rigged characters and hard-surface objects for Augmented Reality applications
- Created various technical animations

UI/HUD Artist
- Designed numerous UI and mobile interfaces

Mass Media Games, Moorpark, CA 2010 to 2011 & 2006 to 2007
Technical Artist - Jak and Daxter Collection (PS3)
- Created pipeline and workflow for uprezzing assets to HD from PS2
- Acted as liaison between artists and programmers

3D Artist – Numerous Playstation Home items (PS3)
- Modeled, textured and rigged Companions, Clothing and Props

Technical Artist - Stuntman: Ignition (PS2)
- Troubleshot, built and tested levels
- Interfaced between us and original developer
- Led technical demonstrations teaching employees how to use tools and new methods

3D Artist - Unreleased port of Saints Row (Wii), Unreleased port of The Outfit (PSP)
- Modeled, textured and lit high poly and low poly characters, environments, props, vehicles, etc.

Brainstorm Edventures, Los Angeles, CA   2008
Lead Character Artist - Professor Brainstorm (PC)
- Modeled and rigged all characters and creatures
- Developed pipelines to maximize efficiency
- Wrote scripts to for blend shapes and animation controls etc.

Collision Studios, Venice, CA   2007
Technical Artist - Brave: A Warrior's Tale (360/Wii/PSP)
- Tuned screen effect systems, such as DOF, bloom etc.

Brave: Shaman's Challenge (DS)
- Created all art assets and animations

Lead Character Artist - Jumper: Griffin's Revenge (Wii/PS2), Unreleased movie based adventure game (Wii/DS)
- Modeled, textured rigged main characters and NPCs
- Developed and bug-tested all HUD/UI and rigging/skin, UI and animation pipelines

PUBLISHED GAMES

Jak and Daxter Collection (PS3)   Midway 2 (Playstation Home) (PS3)
Chicks on the Loose (iOS)   Professor Brainstorm (PC)
Brave: A Warrior's Tale (Wii/360)   Brave: Shaman's Challenge (DS)
Jumper: Griffin's Revenge (PS2)   Stuntman: Ignition (PS2)

EDUCATION

Academy of Art, San Francisco, CA   2005   **University of California, Santa Cruz, CA   1995-1998**
BFA in 3D Modeling, Animation, Drawing, and Sculpture   Art, Typography, Stage Craft, and Music Production