

## Leonardo Carrion – 3D Environment Artist

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### SECURITY CLEARANCE

Secret Level

### SKILLS

Presagis Creator/ 3ds Max/ Substance Designer/ Substance Painter/ Photoshop/ ZBrush/ Ddo/ nDo/ Unreal Engine 4/ Cry Engine 3/ V-Ray/ World Machine

### EDUCATION

FuturePoly - 3D Modeling for Games (Online) **Completed May 2014**

The Art Institute of Tampa, Tampa, FL **Completed Mar. 2010**  
*BFA Game Art & Design*

### EXPERIENCE

**Lockheed Martin**, Orlando, FL **Mar. 2013 – Present**  
*Multimedia Design Engineer*

- Develop game ready 3d models and textures for use in real-time simulations
- Produce high resolution 3d renders for use in training courseware

**Paradise Xpressions, LLC**, Hiram, GA **Jan. 2012 – Dec. 2015**  
*Graphic Artist/ Web Designer*

- Collaborate with business owners to develop designs for custom mobile phone covers
- Create product designs using Adobe tools
- Developed company website

**Interactive Contact Solutions**, Riverview, Florida **Oct. 2011 – Apr. 2012**  
*Technical Support Representative*

- Communicated with clients to provide quality technical assistance related to video, data, and voice services
- Identified and resolved issues affecting services and systems

**Unknown.com, Inc./ Ignotus Games** **Nov. 2010 – Oct. 2012**  
*Freelance 3D Artist – Mobile Games*

- Modeled low poly vehicles and props using 3ds Max
- Created and optimized texture maps for low poly game models using Photoshop
- Worked as environment modeler on “Tires of Fury” (iPhone, iPod Touch, iPad, Mac OSX, Windows XP/Vista/7). Shipped Dec 2011

**Artix Entertainment, LLC** **Jan. 2009 – Mar. 2009**  
*Game Artist Intern – Browser Games*

- Served as environment artist on 2d flash game titled Backwards Quest (Canceled)
- Developed character animations for Adventure Quest Worlds and Backwards Quest using Adobe Flash
- Assisted in 3d prop, texture, and animation development for Backwards Quest