

PHILIP OUELLETTE

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SKILLS

Low poly modeling, unwrapping
High poly modeling, digital sculpting, baking to texture
Texturing low poly models, experience creating diffuse, normal, and specular maps
Basic animation, experience with skinning/rigging

TOOLS

Autodesk 3d Studio Max
Autodesk Mudbox
Autodesk Maya
Adobe Photoshop
Adobe Illustrator
Adobe Dreamweaver
Pixologic Zbrush
Valve Source Engine
Epic Unreal Engine 3
Emergent Gamebryo Engine

EDUCATION

University of Cincinnati 2003–2008
Cincinnati, OH
Bachelor of Fine Arts, Concentration in Electronic Art

Co-Founder/Vice-President of Video Game Graphics Group

Archbishop Moeller High School 1999-2003

Honors Computer Science

EMPLOYMENT HISTORY

Learning Express Toys October 2008 - Present
Mason, OH
Assistant Manager

Warm Gun Unreal 3 Modification
World Artist / Prop Modeler

Responsible for creating art assets that follow concept and meet next-gen technical standards

UC-NURFC Collaborative March 2007-October 2008
Cincinnati, OH
3D Artist

References available upon request