David N Vicich

3D Artist/Modeler

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Summary

Versatile 3D artist skilled in creating models, texturing, and lighting. Team player with strengths in troubleshooting, research, time management, and communication.

Experience

3D Modeler: Bonded - Studio X (2022-2023)

- Worked as part of an industry-university collaborative production studio with professional clients.
- Created high-quality 3D models of environments and assets using Maya and ZBRUSH.
- Checked 3D models UV and topology for proper edge flow and UV optimization.

3D Modeler: Thesis - Academy of Art University (2022-2024)

- Created high-quality 3D models of environments and assets using Maya and ZBRUSH.
- Compile 3D models into Autodesk Maya for composition and rendering.
- Created optimized UVs based on future texture requirements
- Transfer High quality details from ZBRUSH to Autodesk Maya for rendering of scene.
- Optimize topology to reduce poly count and ensure proper edge loop flow.

Skills

- Hard Surface Modeling
- Organic modeling
- Character Modeling
- Creature Modeling
- High/Low Poly Modeling
- Environment/Prop Modeling
- Texturing & Lighting

Tools

- Maya Autodesk
- Adobe Substance Painter
- ZBRUSH
- NUKE
- Adobe Photoshop
- Adobe Aftereffects
- Arnold Renderer

Education

- **Masters of Arts and Fine Arts in Animation and Visual Effects Emphasis in 3D Modeling** (2024)Academy of Art University, San Francisco, CA.
- **Bachelors in Arts and Studio Arts Emphasis in Media Arts** (2006) University of Nebraska at Omaha.