

Hadidjah Chamberlin

www.hadidjah.com

– 707.499.6649 – hadidjah@gmail.com – San Francisco, CA 94121 –

Objective

Game artist seeking to work and contribute at a talented game development studio.

Skills

- Rapid, clean high- and low-poly modeling
- Effective optimization of models, UVs and textures for in-game use
- Adaptable to wide range of styles in 3D, vector, raster and traditional art
- Fast and eager learner
- Background in traditional arts, including life drawing, painting, sculpture and nerddom
- Proficient in Maya, Photoshop, Zbrush, UDK, Illustrator, Flash, xNormal, Crazybump
- Comfortable with Actionscript, Python, HTML, CSS, Unity

Related Experience

Present Creative, San Francisco, CA January 2011-Present
3D/Technical Artist (Contract Artist January 2011-May 2011) – *Big Boat Bingo, Nightclub Story, Farmville, Edgeworld, Cityville, 9 others*

- Prep and export artwork for in-game use using pipelines and tools unique to each client.
- Debug and program for games and prototypes in multiple languages.
- Create and modify both 2D and 3D game assets in a variety of styles and programs.

Game Developers Conference, San Francisco, CA March 2010-Present
Conference Associate

- Help ensure that all aspects of GDC run smoothly and meet the expectations of attendees.

Paperchild Studios, Orlando, FL August 2010-December 2010
Contract 2D Artist – *Purify Puzzle*

- Created and modified game art, including UI and gameplay-focused changes.

Sudoscape LLC., Santa Barbara, CA November 2009-April 2010
3D Art Intern – *Totemica: The Esper Chronicles*

- Modeled and textured costume pieces, creatures and monsters for browser-based MMO.
- Followed unique art specifications and pipeline for conversion of 3D models to sprites.

Speed Limits, Stanford University April 2009-November 2009
3D Artist

- Modeled and textured assets and architectural pieces for real-time virtual world project.

Education and Awards

Screenburn, South by Southwest, Austin, TX March, 2010
Designed “Zep!”, one of four finalists in the Casual Game Design Competition.

Art Institute of California- San Francisco September 2007-December 2010
Bachelor of Science in Game Art and Design