

Hadidjah Chamberlin

<http://www.hadidjah.com/>

-- 707.499.6649 -- hadidjah@gmail.com -- 1554 19th Ave. San Francisco, CA 94122 --

Objective

To work as a game artist in a talented and enthusiastic studio.

Skills

Fast, clean high- and low-poly modeling
Effective optimization of models, UVs and textures for in-game use
Wide breadth of styles in vector, raster and traditional illustration
Training in traditional arts, including painting and conceptual and life drawing
Strong work ethic, self-motivated
Effective communication and cooperative skills
More passionate about game design than hypothetical firstborn
Proficient in Maya, Photoshop, Zbrush, Flash, UDK, Illustrator, Nex, xNormal, Crazybump, Python, HTML, CSS

Experience

Lead Artist -- Headcase Team (student game project)

January '10-Present -- San Francisco, CA

Develop and implement visual style of Headcase, a student-created survival-horror game
Work closely with art team to ensure consistency of style and timely delivery of work, along with other teams to develop and keep schedules and coordinate between teams
Model, texture and import characters, assets and textures, create full level of game in UDK

Tutor -- AICASF

October '08-June '10 -- San Francisco, CA

Assist and instruct students through in-class and one-on-one tutoring, provide clear advice and explanations, work closely with teachers.
Subjects include 3D modeling, unwrapping and texturing, life drawing, and anatomy.

Finalist -- SxSW Screenburn Casual Game Design competition

March '10 -- Austin, TX

Designed and concepted "Zep", one of four finalist games in nation game design competition

3D Art Intern -- Sudoscape LLC.

November '09-April '10 -- Santa Barbara, CA

Model and texture costumes, creatures and monsters for use in an unannounced MMO

3D Artist -- Speed Limits

April '09-November '09 -- Humanities Dept., Stanford University

Model, unwrap and texture assets and architectural pieces for real-time virtual world projects
Work individually to create cohesive pieces for team project

Education

Art Institute of California- San Francisco

Game Art and Design- B.S. candidate (graduating December 2010)

Coursework includes modeling, unwrapping, texture creation and retopo, along with vector drawing and artistic fundamentals in life drawing, sculpture and illustration
Awarded "Best in Class" for life drawing by faculty jury, spring 2008

References available on request