

Isaiah Sherman

Concept Artist
Environment Artist

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PROFESSIONAL EXPERIENCE

ShermanCG.com Freelance

Concept & 3D Artist

Spring 2006 to Present

::Clients include 3D Central, Pinnacle Entertainment Group, and Kahriptic Knights Publishing

::Modeled and textured equipment assets and props under a very strict deadline

::Created concepts for the book *The Savage Worlds of Solomon Kane*

::Conceptualized several male and female races for the book *Deliverance: A New World*

::Designed special character portraits for the Finnish rock band *Lordi*

Cinematics

Environment Artist

November 2009 to December 2009

::Created a wide variety of environmental assets and textures under a very strict deadline

::Worked side-by-side with the art lead to execute assigned tasks and meet client's needs

RELATED EXPERIENCE

Tread Unreal Mod

2D & 3D Artist

March 2009 to September 2009

Character Concept Artist

January 2009 to March 2009

::Modeled, textured, and concepted various characters, environments, and props

::Hand-painted stylized textures

::Created characters from concept to finished digital paintings and orthogonal references

::Maintained a pre-decided visual style set by the art director

PROGRAMS

Photoshop

Maya

3DS Max

Headus UV Layout

Unreal Engine

Zbrush

Marmoset Engine Toolbag

CrazyBump

EDUCATION

The Art Institute of Portland

Bachelor's of Fine Arts Degree in Game Art & Design (In progress)

Maintaining 3.6 cumulative GPA | Graduation date December 2010

OTHER RELEVANT INFORMATION

::Currently a leading Photoshop and Maya tutor specializing in hand-painted texture techniques, concept art, and low poly game art

::Strong passion for video games; even stronger for making them

::Enjoy working in a team of creative and motivated individuals

::Highly involved in team critique sessions for essential project progression