

# Toli K. Carter

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## OBJECTIVE

To be a Technical Artist continuously expanding and improving my personal skills while contributing to the growing success of a game development team.

## TECHNICAL PROFICIENCY

Maya	zBrush	Photoshop	Unreal Editor 3.5
3ds Max	Mudbox	Painter	Blender

## SKILLS

- Unreal Engine expert including Materials and Kismet
- Excellent communication skills and production organization
- High poly modeling and sculpting for normal maps
- Highly proficient in building and unwrapping low poly models for game assets

## EXPERIENCE

### Blind Wink Games

#### **Un-Announced Project**

**June–August 09**

##### *Technical Artist*

- Created effects and assisted with technical development of a game prototype

### Isopod Labs

#### **Un-Announced Project**

**January–March 09**

##### *Junior Technical Artist*

- Created weapon motion and effects in a custom scripting language

### HD Films, Digital Toybox

#### **CHADAM: THE SERIES**

**June–November 08**

##### *Special Effects Artist*

- Created effects for an animated series in the Unreal 3 engine
- Built animated meshes, materials, and particle effects that adhered to story boards

## ART INSTITUTE - GAME WIZARDS PROGRAM

### **BOILERPLATE**

**April–September 08**

#### *Project & Level Lead*

##### Steampunk UT3 mod

- Managed 39 artists & designers and collaborated with a producer, an art director and a technical director
- Designed level in collaboration with the level team to ensure an entertaining game play experience

### **LEGION**

**Jan–March 08**

#### *Project & Technical Lead*

##### Fantasy UT3 mod

- Managed team of 32 and collaborated with a producer, an art director and a technical director
- Integrated weapon and particle effects

- Assisted artists with technical problems (3ds Max/ zBrush / Unreal 3)

## DETOX

July–December 07

*Environment, Effects Artist*

Science-fiction game mod

- Used the Unreal 3 engine to create next-gen materials and effects
- Solved new technology problems
- Created assets with low and high poly versions for projection

## AWARDS

- Unearthly Challenge, placed 3<sup>rd</sup> with entry “Emberspawn”
- Interviewed by G4tv for Legion  
[[http://g4tv.com/xplay/features/20994/Will\\_Work\\_For\\_Games\\_Student\\_Developers.html](http://g4tv.com/xplay/features/20994/Will_Work_For_Games_Student_Developers.html)]
- Make Something Unreal finalist in Phase 2 and 4 for vCtf-Boilerplate;
  - Best Graphics in Map,
  - Best Game Mod,
  - Best New Character/ Customization Pack
  - Best vCTF Level

## EDUCATION

The Art Institute of California- Los Angeles, BSc in Game Art & Design