

ISAAC OSTER character artist

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WWW.ISAACOSTER.COM

SKILLS

- Expert in ZBrush, Maya, 3DS Max, Quixel Suite, and Adobe Creative Suite.
- Able to build tools and automate processes using Python and MEL.
- Experience creating both PBR and hand painted texture sets.
- Experience working with Hero Engine, Unity, and proprietary engine environments.
- Six years experience with PC and console art production.
- Experience managing external contractors.
- Able to follow concepts closely, and consistently improvise when required.
- Three years experience teaching game production art at the college level.

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA
SCHOOL OF FILM AND DIGITAL MEDIA
Orlando, FL — 2007
MS, Interactive Entertainment

UNIVERSITY OF CENTRAL FLORIDA
SCHOOL OF FINE ARTS
Orlando, FL — 2001
BFA, Computer Animation

PRODUCTION EXPERIENCE

- Contract Character Artist – Master Chief Collection – Halo 2, Certain Affinity** Austin, TX — 2014 - present
- Using Zbrush and 3DS Max, I build vehicles, weapons, and armor sets. I also generate PBR texture sets using existing low poly meshes, normal maps, and AO bakes with Quixel Suite and Substance Painter.
- Contract Character Artist – Shroud of the Avatar, Portalarium** Austin, TX — 2013 - 14
- Sculpted high poly ZBrush models, low poly game meshes, and complex texture sets.
 - Coordinated with the animation team to ensure clean deformations in the low poly.
 - Set up completed assets in Unity.
- Remote Contract Character Artist – Batman Arkham: Origins, Liquid Development** Portland, OR — 2012 - 13
- Built high and low poly models, as well as high-resolution textures, working from detailed concepts.
 - Met all deadlines and quickly iterated on feedback.
- Character Artist – Star Wars: The Old Republic, EA Bioware (Shipped)** Austin, TX — 2008 - 12
- Managed all aspects of asset creation, including high poly models, low poly game meshes, UVs, bakes, and textures.
 - Reviewed character asset production through our outsourcing studio, located in Russia.
 - Set up character assets for use by game designers using a complex proprietary export pipeline.

TEACHING EXPERIENCE

- Adjunct Faculty, The Art Institute** Austin, TX — 2011 - present
- Design curriculum and instruct undergraduate courses in ZBrush, 3DS Max, Maya, and MEL scripting.
- Online Tutorial Instruction, 3DTotal.com** Worcestershire, UK — 2013
- Plan, research, and demonstrate fundamental concepts of 3DS Max for a ten part tutorial series.
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