

Kevin Turchik

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(740) 509-8025

Education

Bowling Green State University (BGSU), Bowling Green, OH --- BFA in Digital Art (2008)
CG Society Workshop – Fundamentals in Game Asset Creation, instructed by Andrew Collins (2014)
CG Society Workshop – Rapid Character Development for Online Games, instructed by John DeRiggi (2013)
CG Society Workshop – Modern Game Art Weapons, instructed by Jonathan Rush (2012)

Software Skills

Proficient in: Maya, 3D Studio Max, ZBrush, Photoshop, After Effects, Unity, xNormal, SpeedTree
Experienced in: Unreal Engine, Torque 3D, InDesign, Illustrator, Office, Flash, Premiere

Employment

Hard Surface Artist/Designer, Booz Allen Hamilton, Omaha, NE (3/2018 – Present)

- Create accurate high resolution hard surface models for military VR and AR training applications
- Create, light, and assemble 3D environments for VR applications
- Create shaders to be used with highly detailed and realistic textures/materials, Amplify/Unreal Engine
- Create designs for presentations and displays. Create and direct video production.
- Software utilized: Maya, ZBrush, Photoshop, Substance Painter/Designer, Unity, Premiere, Illustrator

3D Environment Artist, aboutGolf, www.aboutgolf.com Ann Arbor, MI (6/2014 – 3/2018)

- Generate golf course from point clouds and height data. Refined terrain further in Maya and ZBrush
- Model buildings, signs, and other specific structures for the golf courses
- Place and model trees, bushes, and flowers for golf courses in SpeedTree
- Software utilized: Maya, ZBrush, Photoshop, SpeedTree

Test Associate, Microsoft, Redmond, WA (7/2013 – 6/2014)

- Tagging information on 3D recordings used for Kinect development.
- Motion capture cleanup/ 3D Rotoscoping

Production Technician, Arrow Electronics, Grove City, OH (10/2012 – 7/2013)

- Register, test and diagnose computer equipment
- Assure that recyclables and contaminants are disposed of properly to e-Stewards standards

Lead Artist, Bitgap Games, Hungary, worked remotely (10/2010 – 7/2012)

- Develop and maintain art workflows for armor, vehicles, and weapons for Xenocell
- UV map models, create LOD's, and create texture maps
- Rig and animate characters by hand and from mocap data

Technical Artist, Paramedia, Bowling Green, OH (10/2011 – 4/2012)

- Create promotional and presentation artwork using 2D and 3D software
- Assist in building and installing artwork
- Software utilized: Maya, MicroStation, Adobe Creative Suite

3D Character Artist, Room 101 Productions, Columbus, OH (7/2011 – 9/2011)

- Model, UV, rig, texture and create LOD's for 2 main characters
- Created diffuse, normal, and specular maps

Digital Game Design Coordinating Instructor, Hocking College, Nelsonville, OH (8/2008 – 9/2010)

- Head of Department – Develop curriculum, Advised students on class registration and time management
- Taught: Concept art, hard surface & organic modeling, rigging, 2D and 3D animation, level design

Lead Modeler, "...for the birds", Cleveland Ingenuity Festival, Cleveland, OH (6/2008 – 8/2008)

- Developed quick and efficient workflows for realistic low-poly modeling and texturing
- Modeled and textured 29 assets for the project and taught work flows to other modelers

Special Effects Artist, Creative Myndz, Bowling Green, OH (8/2007 – 10/2007)

- Created special effects for video compositing using Maya particles and After Effects
- Tracked human movement in live action video