

Clifford Tull

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Portfolio: <https://clifftull.com/>

PROFILE

Recently finished a gig at Wrecko Studios where I served as lead artist as well as art director for the game we were making, the Action-RPG, MageRift for mobile. I worked as part of a small team which meant a lot of work and not many people around to do it. I learned to work swiftly, manage contractors, adapt to new technologies and make hard decisions while maintaining a strong line of communication with my team.

Passions include video games, animation, film and digital arts. Strong abilities in 3D modeling, texturing and animation with a good understanding of the rigging process. Proficient in the use of Maya, Zbrush, After Effects and Photoshop. Strong team player, self-motivated and ambitious.

ACQUIRED 3D KNOWLEDGE & SKILLS

Character Modeling
Animation
Storyboarding
Lighting and Texturing

Character Design
Color and Design
Low and High Polygon

SOFTWARE SKILLS

Autodesk Maya
Adobe Photoshop
Microsoft Office

Pixologic Zbrush
Adobe After Effects

PROFESSIONAL EXPERIENCE

Art lead & 3D generalist

Wrecko Studios

2016-2017

- 3D Modeling - Props and characters
- 3D animation
- Managing contractors
- Level Design
- Game Design

3D Modeler & generalist

Burrito Studios, Montreal QC

2015-2016

- Modeled environment assets
- Worked on concept art
- Animated a few assets
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EDUCATION

AEC – Attestations of Collegial Studies

2013-2014

3D Modeling Animation Art & Design

CDI College – Pointe-Claire, QC

Studies in Computer Science

2010-2013

Concordia University – Montreal, QC

DEC - Communications, Media and Studio Arts

2007-2010

Vanier College – Saint-Laurent, QC

Extracurricular

Soccer

Have been playing organized soccer for 15 years. I have always been drawn to team sports/games for the teamwork, comradery and achieving victory as a unit.

Game Jam - Top 15

Produced the entire art for Rebirth 2, a game created for the 2013 Indie Speed Run which placed top 15 that year.

<http://www.escapistmagazine.com/content/indie-speed-run/?game=625>

Comic book Sales and Production

Collaborated in a team of 5 to create a comic book. We successfully managed an artist booth during the 2014 Montreal Comiccon and sold our comics there.