

JUSTIN WALTERS

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OBJECTIVE

To become a professional modeler and texture artist within the CG industry.

EDUCATION

Certificate in 3D Animation & Visual Effects, specialization in Modeling and Texturing
Vancouver Film School, Vancouver, B.C. (2008)

Bachelor of Fine Arts Degree in Art and Design, emphasis on Drawing and Painting
Iowa State University, Ames, IA (2005)

EXPERIENCE

Conceptual Artist on "Darkest of Days", 8Monkey Labs, Cedar Falls, IA (2005)
Created concept illustration based on story bible
Designed weapons.
Collaborated with creative directors.

Freelance Illustrator

"The Heap" by H.P. Albarelli, Jr., Peredur Publishing, Ltd. (2005)
Designed and illustrated cover using Adobe Photoshop.
"What Rough Beast" by Gary Greenwood, Dominion Publishing (2003)
Designed and illustrated cover using Adobe Photoshop.
"Shapeshifter" by J. F. Gonzalez, Cosmos Books (2003)
Designed and illustrated cover using traditional media and Photoshop.

SOFTWARE

Softimage XSI	(Extensive Experience)
Luxology Modo	(Extensive Experience)
Pixologic Zbrush	(Extensive Experience)
Autodesk Maya	(Intermediate Experience)
Adobe Photoshop	(Extensive Experience)
Apple Shake	(Intermediate Experience)
Unreal 3 Editor	(Intermediate Experience)

AWARDS

Winner of \$10,000 Design Scholarship, Iowa State University, Ames, IA (2001)