

Johnathan Z. Sek

12908 Bloomfield St. Unit 102, Studio City, California 91604

Cell: 808.738.7582

E-mail: jsek.art@gmail.com

Website: www.sekzone.com

Skill	High & low poly 3D modeling and creating various texture mapping Concept design for Environment, Prop, and Character	
Software	Maya 2013, Photoshop CS5, Zbrush 4R3, Unreal Editor 3, Dreamweaver, After Effect	
Experience	Texture Artist Naughty Dog Title: <i>The Last of Us</i> – PS3 <ul style="list-style-type: none">• Create high quality tileable and unique texture from 2.5D/3D high poly geo generated from ZBrush and Maya• Create simple or complex material shaders for various scenarios• Work closely with art lead, modeler and Designer in developing art style and game play	05/2011 – current Santa Monica, CA
	Environment Artist Zindagi Games, Inc. Title: <i>Sports Champions</i> – PS3 (Playstation Move) <i>Medieval Moves: Deadmund's Quest</i> – PS3 (Playstation Move) <ul style="list-style-type: none">• Primary responsibilities are levels and props modeling, texturing and design• Assisted in character modeling and texturing• Concept design for environment and character• Worked closely with programmers and art director in developing various levels and game play	10/2007 – 05/2011 Camarillo, CA
	3D Artist 2K Los Angeles Title: <i>NHL 2K8</i> – XBox360, PS3, PS2 <ul style="list-style-type: none">• Accessories modeling and texturing – helmets, gloves, goalie pads, skates. Responsibilities include creating low and high poly models using Maya and Zbrush and creating various texture maps (normal, occlusion, gloss, diffuse).• Assisted <i>MLB 2K8</i> in creating stadium collision, optimization, and various editing tasks, e.g. color correction, UV layout, etc.	5/2007 – 10/2007 Los Angeles, CA
	Game Artist Mobicore LLC Title: Unnamed Next Gen Title - XBox360 <ul style="list-style-type: none">• Environment/Prop modeling, UVs, and texturing• Concept design for characters/environment/props• Worked with Unreal Editor 3	7/2006 – 10/2006 Honolulu, HI
Education	Bachelor of Fine Art - Animation and Visual Effects Academy of Art University	May 2005 San Francisco, CA