

Charles L. Metze III- Character Artist

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Site: <http://www.the3dcharles.com/>

Skills: Sculpting (Digital and Traditional), Organic and Hard Surface Modeling
Texturing (Stylized, Realistic and Hand Painted), Rigging (Intermediate)
PBR (Physically Based Rendering)

Software:

2D Software: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects
3D Software: Maya, Zbrush, Mudbox, Topogun, Quixel Suite, Knald, xNormal, Keyshot,
Marvelous Designer, Substance Designer, 3D Printing Experience, Unity Engine, Unreal Engine

Employment/Experience:

Reflect Studios. Freelance/ *February2016-October2016*

Responsible for creating 10 characters for the game Rides With Strangers

Digital Deluxe Studios, Freelance/ *July2015- January2016*

Responsible for the design, iteration, and creation of android character for Mortal Coil

Black Delta, Melbourne, Australia/ Freelance / *July2015-Aug2015 / Sep2015-Oct2015*

Responsible for the creation of licensed racing suit, glove, and shoes as well as 2 generic sets of suits, gloves, and shoes for KartKraft

Tree-Circle Media, Paris, France/ Freelance / *May2015-June2015*

Responsible for the creation of 7 Characters on a tight 4 week deadline for 3x3: The Immersive Fiction

Bethesda Softworks, Rockville, MD/ QA Contract / *March 2014-March 2015*

Quality Assurance- The Evil Within (2014),
The Evil Within DLC- The Assignment (2015)
The Evil Within DLC- The Consequence (2015)

Additional Quality Assurance- Wolfenstein: The New Order (2014)

Anancy's Family Reunion (Children's Book), Illustrator (Freelance)/2013

Responsible for cover (front and back) illustrations as well as interior art.

Warner Bros. Interactive Entertainment, Burbank, California/Production Assistant/*Summer2010*

Work included assisting producers in day to day activities as well as assisting in creating pitch presentations for games.

Indie Game Development, (UDC) Washington, DC/Concept Artist-Production Artist/ (2010)

"Thus Far" indie game in development for XBL

Education:

College: Howard University, Washington, D.C. (2006-2013)
2011 May BFA (Graphic Design) *Summa Cum Laude*
2013 May MFA (Electronic Studio)