

Charles L. Metz 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 Painter, 3D Printing Experience, Unity Engine, Unreal Engine

Employment/Experience:

Quantum Creatives, Freelance/ *December 2017*

Worked on graphics, layout and UI for AR experience.

Commission Work, Freelance/ *October 2017-November 2017*

Sculpted likeness statue of WEB DuBois for planned AR project

Parabole, Freelance/ *July2017-August2017*

Created characters for unannounced title.

Funnel33, Freelance/ *May2017*

Responsible for creating a Hovercar and additional accessory meshes for it, for use in VR.

Reflect Studios, Freelance/ *February2016-October2016 / January 2017-April 2017*

Responsible for creating 10 characters for the game Rides With Strangers.

Then created vehicles, interior and exterior (from provided high polys) for 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)

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.

Education: College: Howard University, Washington, D.C. (2006-2013)

2011 May BFA (Graphic Design) *Summa Cum Laude*

2013 May MFA (Electronic Studio)