



**DAVID
BAKOS**

Phone: 1-216-785-6947
Email: dgbakos@gmail.com

| Skills |

Adaptability | Collaboration | Problem Solving | Unity | Unreal 3 & 4 | 3DS Max | Maya | Zbrush | Adobe CS | Rigging | Organic Modeling | Hard Surface Modeling | Weighting | UVs | Texture Painting | Retopology | HTML | JavaScript

| Experience |

Self-Employed | 04/15/2012 - 04/15/2016 | Freelance 3D Modeler

Advised both inexperienced and professional teams and clients on overcoming design and technical challenges in game development. Generated 3D models of characters, props and other assets.

- Collaborated with medical professionals in production of animated video of proprietary surgical technique.

- Created over 20 illustrations for collectible card game.

Mythros, Ltd. | 04/15/2012 - 10/15/2016 | Creature Artist | United Kingdom

Worked with development leads to successfully balance game characters' visual style with a limited 3D polygon budget. Generated 3D models of characters, props and other assets.

- Designed and executed 6 unique 3D models within 6 week deadline.

Grand Arc Designs | 02/15/2012 - 11/15/2016 | Character Artist | Knoxville, TN

Generated 3D models of characters, props and other assets. Created storyboards, conceptual drawings and 2d promotional media. Researched UE4 game engine and topics related to materials and particle effects.

- Combined efforts with cross-disciplinary game development team to produce a series of promotional animations and videos.



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| Experience |

New Breed Games | 01/15/2014 - 08/15/2014 | Environment Lead | Miami, FL

Oversaw assembly of 3D assets and placement in level with Unity 3D. Worked with production lead to balance project scope against available resources. Aided programmers in testing and debugging duties by researching and coding C# and JavaScript.

- Led small team of 3D modelers in creation of prototype game level on \$0 budget.

- Transferred recruit to a more appropriate role, saving 1-2 weeks of looking for new hire.

New Breed Games | 06/15/2012 - 12/15/2013 | 3D Modeler | Miami, FL

Generated 3D models of characters, props and related materials. Worked with production lead on project management and development. Established artistic direction for project.

- Expedited training of junior 3D modelers through team discussion and creation of UDK tutorial.

| Education |

Art Institute of Pittsburgh

Bachelor of Science | 2012

Cuyahoga Valley Career Center

Digital Design Program | 2008