



IVAN ZACHER

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OBJECTIVE

Obtain full-time employment as a 3D Artist

WORK HISTORY

Jun 2014 - Jun 2015

Dread Jasper Entertainment - 3D Modeler/Textures

- Modeled, UV, and textured various environments and props.
- Collaborated with team on game story and game mechanic ideas.
- Worked closely with concept artist and programmers to flesh out level design.
- Input textures and shaders in Unreal Engine 4.

Jul 2013 – Mar 2014

A-Venture Media - 3D Modeler/Project Manager

- Modeled, UV and textured various character models, Environment models and props for a mobile game.
- Assumed Project Manager responsibility and made artistic and design decisions to move game forward as well as assigned tasks and deadlines to other team members.
- Worked with Project Director to maintain desired look and feel of game.

EDUCATION

Graduated December 2012

Vancouver Film School, Vancouver, BC

Diploma in 3D Animation & Visual Effects

Graduated August 2009

DigiPen Institute of Technology, Redmond, WA

BFA Degree in Production Animation

SOFTWARE & SKILLS

Software

- Maya, ZBrush, Photoshop, Quixel Suite, UE4, After Effects, Premiere Pro, 3DS Max , Nuke, Unity 3D

Skills

- 3D Modeling, Texturing, UV, Animating

PROJECTS

Nereus Unbound

- As part of a team we created a post apocalyptic water covered world where people survived on large boats scavenging for parts on the bottom of the ocean. I used Maya and Photoshop to create the buildings and Props we needed for our game.

Miss Tara Adventure

- A team and I created a mobile side scroller game about a DJ saving the world from aliens using the power of music. As one of the modelers using Maya and Photoshop I created the background models for the three levels. I also Managed the team and assigned tasks to art team.

Street Hockey Justice

- Utilizing several software tools such as Maya, Zbrush, Photoshop and Nuke, I created all the assets in a short reel of a character moving along the rooftops wearing equipment in a small city scape.

Read 30 for 30

- Collaborated with an animator to create a short video for a client that focused on a child's imagination and how reading factors into the subjects thought process. I handled all the environment assets in this project using 3ds Max and Photoshop.

Djinn and Juice

- As part of a student team, I modeled using 3ds Max to create an exterior castle, interior hallway and throne room as well as the layout of the city for an action game that focused on an Arabian conqueror.

PERSONAL INTEREST

Video Games, Sculpting, 3D Printing and Hockey

PORTFOLIO

www.IvanZacher.com

