IVAN ZACHER

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WORK HISTORY

Aug 2017 - Feb 2018   Legend 3D

- Converting 2D images into 3D for feature length films using various software.
- Worked individually and in teams to achieve deadlines set out by team lead.
- Used feedback from project leads to complete final look.

Sep 2016 - Jun 2017   Dev Null - 3D Modeler/Texturer

- Modeled, unwrapped and textured props and buildings using maya.
- Worked individually with little supervision to complete work.
- Worked on research and development for shaders and post process effects in UE4.

Feb 2016 - Jun 2016   Trixter Canada - 3D Modeler/Texturer

- Modeled and unwrapped various environments and props for feature film using maya.
- Textured models using Quixel suite 2.
- Fixed existing Environment and Prop models.
- Used feedback to accomplish desired look

Jun 2014 - Jun 2015   Dread Jasper Entertainment - 3D Modeler/Texturer

- Modeled, unwrapped, 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 Jan 2012-Dec 2012   Vancouver Film School, Vancouver, BC

Diploma in 3D Animation & Visual Effects

Graduated Sept 2004-Aug 2009   DigiPen Institute of Technology, Redmond, WA

BFA Degree in Production Animation

SOFTWARE & SKILLS

- Software: Maya, Photoshop, Quixel Suite, ZBrush, UE4, After Effects, Premiere Pro, 3DS Max , Nuke,
- Skills: 3D Modeling, Texturing, UV, Animating