

# Max Hancock

Los Angeles-based 3D Artist

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## Skills

- Specialized in creating stylized 3D characters with a solid art direction
- Strong foundation in 2D providing a good eye for detail, aesthetic, and appeal.
- Experience in both high-to-low workflow for console-level detail, as well as pure low-poly modeling and hand-painted textures for low-spec mobile games.
- Able to work outside the box as the project calls for it, successfully aiding and sometimes leading in 3D prop/environment work and 2D game production.
- Experienced working in small teams, communicating with and meeting the needs of designers, programmers, and animators to ensure an efficient pipeline.

## Proficiencies

- Pixologic Zbrush
- Autodesk 3dsMax
- Tortoise SVN
- YouTrack (bug tracker)
- 3d-Coat
- Adobe Photoshop
- Unity

## Professional Experience

- **3D Artist at Wayforward Technologies** (Jan 2014 – Present)
  - Creating high quality 3D assets from existing concept art.
  - Re-working outsourced assets to meet the quality and standards of the project.
  - Working with both original and licensed IP, adapting to varying art styles as needed.
  - Wearing other hats in the art department as needed to ensure speedy production after meeting my own deadlines, including 3D props and 2D character art.
- **Freelance Artist - Various** (Mar 2011 – Dec 2013)
  - Working remotely with game studios and indie developers to create 2D and 3D game assets.
  - Adhering to design documents and naming conventions for an efficient pipeline.
  - Clients include Reverge Labs, Endboss Games, OffBase Productions, and Wayforward Technologies.
- **Contract Artist at LeftRight Studios** (Apr 2010 – Feb 2011)
  - In-house 2D and 3D artist working part-time during college to create mobile game assets.
  - Worked primarily with licensed IP, using supplied assets creatively aside in-house art.
  - Worked on a very small team, often as the only artist.

## Education

- **The Art Institute of Pittsburgh** – Bachelor of Science in Game Art and Design, June 2011

## Shipped Titles

- **Wayforward:** *Til Morning's Light* (Amazon FirePhone, iPhone)
- **Freelance:** *Skullgirls* (PS3, Xbox360, Steam)
- **LeftRight:** *Avatar Social*; *Bolts and Blip - Quest of the Battle-bots*; *Bolts and Blip Memory Match*; *Garfield Pocket Globe*; *Rubik's Slide*; *ROBOTGALAXY* (iPhone)