

# GABRIEL A. OLSON

3D Modeler/Texture Artist | 801.326.9461

<http://www.gabrielolson.com> | [gabriel@gabrielolson.com](mailto:gabriel@gabrielolson.com)

## SOFTWARE

Maya	ZBrush	Illustrator
3D Studio Max	After Effects	DS Colors
Photoshop	Headus UVLayout	Premiere

## PROFESSIONAL EXPERIENCE

### Game Architect | Disney Interactive, Avalanche Studios

July 2009 – Current

Collaborate with world art team to optimize game play: **Wii, Xbox 360, PS3**  
Set up logic, build levels, implement interactive assets, etc. in proprietary game engine  
Ensure enjoyable gameplay by delivering high quality and compelling levels on schedule

### 3D Environment Modeler/Texture Artist | Metaversatility

February 2009 – Current, Freelance

Concept, model and texture 3D environment props and scenes: **PS3 MMO Sony Home**  
UV unwrap and texture models to completion  
Build scenes to client specifications based on stringent time specifications

### 3D Art Instructor | Mt. Hood Community College

August 2008 – June 2009

Develop and introduce students to new 3D program at college  
Create syllabi and structure courses for 3D Art Classes  
Instruct students in 3D industry and game development

### 3D Modeler | LAIKA/house

October 2008 – February 2009, Freelance

Clients: **Microsoft, Ubisoft Raving Rabbids, M&M, Cheerios, Shredded Wheat, Trix**  
Commercial Broadcast and Print  
Model and texture 3D characters, props, environments and scenes in Maya

June – September 2008 Render Wrangler

Monitor, manage and keep the render farm running at maximum capacity  
Utilize downtime by learning Python scripting to automate tasks

### 3D Character Modeler /Texture Artist | 3D Central

November 2008 & January 2009 – Freelance

Model 3D characters in Maya and Zbrush: **Web MMO & Intel**  
UV unwrap and texture models to completion  
Construct and concept characters to client specifications

### 3D Modeler | Liquid Development

October 2007 – Contract

Optimized game assets in 3D Studio Max: **XBox 360, Damnation**  
Reduced geometry by 10%, LOD reduction by 75%, and created UV light maps  
Strict turnaround time to meet milestone

## EDUCATION

### BS Game and Art Design | Art Institute of Portland

August 2005 – June 2008

Emphasis on modeling, texturing, and conceptual design  
Modeled characters and created game assets, concept through production: **Dicentra**  
Elected as school representative for the Game Art and Design Major

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## SUMMARY OF RECOMMENDATIONS & REFERENCES

“Gabriel Olson has been an excellent intern for the studio. He has quickly adapted to the studios technical gameplay scripting tool and has a good gameplay design sense. Gabriel is also a very talented visual artist. He has a very professional quality to his attitude and is very easy to work with. He takes direction very well and has a great ability to see the value in the direction and has consistently delivered quality results on time and under pressured deadlines. Gabriel is a great contributor to our team. Not only is he good at following the requirements of his tasks but is confident in design and review meetings with his thoughts. He has been a key contributor to a very important mode of our project. I would recommend Gabriel without hesitation.”

**Kevin Pulley, World Art Team Lead**  
**Disney Interactive Studios, 801.595.1020**

“As Gabe Olson's Manager and the Department Head responsible for staff training and performance, I can honestly say that Gabe's presence has had a positive impact on the team. With a great work ethic and a mind for growth, Gabe has proven to be a personable professional that we are fortunate to have as a part of our development group. In the time that we have worked together, I have found Gabe's commitment to growth and quality to be commendable. Gabe has built a solid skills foundation with a number of unique systems in our development pipeline in a very short period of time. He is very good at communicating status and works proactively without hesitation. His easy, outgoing nature is an additional aspect of his work ethic and persona that add to make his presence here quite rewarding. Gabe is a creative artist who is able to bring his own inspiration to objective tasks. He is an individual who maintains an engaging collaborative ability. He is open to critique and accepting of ideas from all sources. Gabe's willingness to adapt in the pursuit of the compelling result, all without ego, has made his involvement a success. Ultimately, it comes down to results and Gabe is an artist who has proven his ability to provide quality in results.”

**Michael C. Lott, Department Head**  
**Disney Interactive Studios, 801.595.1020**

“Extremely knowledgeable; awesome work ethic. From the start I was surprised at how little I had to repeat goals and convey concepts for development. His work, fundamentally, rocks.”

**Matt Daly, Co-Founder: Creative Direction**  
**Metaversatility, 415.691.4818**

“Mr. Olson was brought into our existing game development program with the intention of teaching Maya, which he is. In addition, Mr. Olson has been instrumental in advising us and working with us to enhance the game program with expanded Maya offerings and in developing our new degree program. Student response and feedback concerning him has been outstandingly positive. Students have already demonstrated outstanding designs and models and are continuing to advance. Mr. Olson is highly recommended. If you have any additional questions, please feel free to email me directly.”

**Dr. Wayne Machuca, PhD. Professor of Computer Science**  
**Mt. Hood Community College, [Wayne.Machuca@mhcc.edu](mailto:Wayne.Machuca@mhcc.edu)**

“Gabe is an extremely talented modeler and has been crucial on a number of projects that I've managed. He is diligent and a quick study - Highly recommended.”

**Ben Fischler, Visual Effects Supervisor**  
**LAIKA, [bfischler@laika.com](mailto:bfischler@laika.com)**