

# GABRIEL A. OLSON | 3D Modeler/Texture Artist

<http://www.gabrielolson.com> | [gabriel@gabrielolson.com](mailto:gabriel@gabrielolson.com) | 503.927.8815

## SOFTWARE

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

## PROFESSIONAL EXPERIENCE

### Freelance 3D Modeler | LAIKA/house

2008 – Current

Commercial Broadcast and Print:

Microsoft, Ubisoft Raving Rabbids, Mars M&M's, Cheerios

Work with Producer to model and texture 3D props and environments

### Render Wrangler | LAIKA/house

2008

Monitor, manage and keep the render farm running at maximum capacity

Assist artist with render farm submissions and errors

Utilize downtime by learning Python scripting to automate tasks

### Lead 3D Character Modeler | Whynauts Animation Studio

2007 – Current

Model characters in Maya and ZBrush: Balloons & Puppy Love

Construct characters based on artist's concepts and references

Animations to be entered in 2009 Siggraph Computer Animation Festival

### 3D Character Modeler | 3D Central

2008 – Contract

Modeled characters in Maya and Zbrush: Upcoming web based MMO

UV Unwrapped and textured models to completion

Constructed characters based on real life references to client specifications

### 3D Modeler | Liquid Development

2008 – Contract

Optimized game assets in 3D Studio Max for 360 title: 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

2005 – 2008

Emphasis on modeling, texturing, and conceptual design

Founded and initiated a weekly student sketch group

Elected as school representative for the Game Art and Design major