

Seth Ash

3D Modeler

Hard Surface / Environment

Contact: www.sethash.com 24 Country Road
seth@sethash.com Orangeville, PA 17859
(570) 854 - 3796

Objectives: Be a contributing member in a group of talented and motivated game artists

Education: The Art Institute of Pittsburgh, PA
Bachelor's of Science
Major: Game Art & Design
Graduation: June 2009

Proficiencies: 3ds Max - Modeling, Animation, Rigging
Adobe Photoshop - Texturing
Unreal Engine 3 - Level design
Zbrush - High poly modeling, texturing
Adobe Premiere / After Effects - Video editing

Freelance: 3D Artist
Liquid Development, July 2010 - Present
Created various assets in a style specified by concept images and art manager. Modeled low and high poly models, unwrapped uvw, baked normal and lighting maps, and textured models. Responsible for regular progress updates and meeting deadlines.

Project Work: Game Production Team Classes
Art Institute of Pittsburgh, Fall 2008/Winter 2009
Utilized the Unreal 3 Engine, 3ds Max and Photoshop to simulate real world production pipeline. Acted as the team's assistant producer, by creating schedules, holding progress meetings, and delegating content assignments to myself and four other group members. Content for this pitch included characters, props and environments assets, targeting Unreal's next-gen pipeline.

Cinder
Full Conversion Mod for Unreal Tournament 3, Fall 2008
Modeled content for a full conversion mod for Unreal Tournament 3 under the direction of faculty and fellow students. Created models of NAE Soldier class rifle including: high poly, first person and third person models.

Advanced Level Design
Art Institute of Pittsburgh, Summer 2008
Generated original level design content for the Unreal 3 Engine. Worked with four other individuals. Project entitled "Red Tide" won multiple awards at 2008 Eerie Horror Film Festival.

Awards: Perfect Attendance
Art Institute of Pittsburgh

Honors Award
Art Institute of Pittsburgh

Eerie Horror Film Festival
For original game concept "Red Tide", Summer 2008
Best Environment Design, Best Character Development, Best Game in Development