

ISAIAH SHERMAN

Concept Artist
Environment Artist

Portfolio: www.shermanCG.com
LinkedIn: www.linkedin.com/in/shermanCG
Email: shermanCG@gmail.com
Tel: 360.430.9137

PROFESSIONAL EXPERIENCE

Sucker Punch Productions - AAA title "inFAMOUS 2"

Environment Texture Artist July 2010 to Present

- ::Consistently meeting lead's schedule creating diverse environments in a timely manner
- ::Optimizing memory usage to deliver the key balance between visuals and performance
- ::UV unwrapping, managing next-gen shaders, and rendering textures for multiple assets

Liquid Development

Concept & 3D Artist March 2010 to May 2010

- ::Maintaining a pre-decided cartoony visual style set by the art director & client
- ::Creating characters from concept to finished digital paintings and orthogonal references
- ::Revamping other artists' texture maps to properly cohere to the art style
- ::Modeling low and high poly assets in a next-gen workflow
- ::Creating diffuse, normal, spec, and AO maps for a stylized, realistic art style

Cinematics

Environment Artist November 2009 to December 2009

- ::Created a variety of environment assets and textures under a very strict deadline
- ::Worked side-by-side with the art lead to execute assigned tasks and meet client's needs

ShermanCG.com Freelance

Concept & 3D Artist Spring 2006 to June 2009

- ::Clients include 3D Central, Pinnacle Ent. Group, and Kahriptic Knights Publishing
- ::Modeled and textured equipment assets and props under a very strict deadline
- ::Created concepts for the book *The Savage Worlds of Solomon Kane*
- ::Conceptualized several male and female races for the book *Deliverance: A New World*
- ::Designed special character portraits for the Finnish rock band *Lordi*

PROGRAMS

Maya	3DS Max	Photoshop
Headus UV Layout	Unreal Engine	Zbrush
Marmoset Engine Toolbag	CrazyBump	

EDUCATION

The Art Institute of Portland

BFA in Game Art & Design June '09

3.6 cumulative GPA

OTHER RELEVANT INFORMATION

- ::Was a leading Photoshop, Maya, and 3DS Max tutor specializing in hand-painted texture techniques, concept art, and low poly game art
- ::Strong passion for video games; even stronger for making them
- ::Enjoy working in a team of creative and motivated individuals
- ::Highly involved in team critique sessions for essential project progression