



DUSTIN LEON

CHARACTER ARTIST

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HIGHLIGHTS

- LEAD AND SUPERVISOR EXPERIENCE IN MODELING, TEXTURING, AND LOOK-DEVELOPMENT.
- EXTENSIVE EXPERIENCE IN WORKING WITH CREATIVE DIRECTORS AND CONCEPT TO DRIVE AND MAINTAIN VISUAL QUALITY IN 3D.
- HIGH-RESOLUTION CHARACTER AND CREATURE SCULPTING. CLEAN TOPOLOGY CREATION, UV'S AND TEXTURES FOR GAMES AND CG.
- EXPERIENCE IN DEVELOPING HERO CHARACTER PIPELINE.
- DEVELOPED STYLE AND ART GUIDELINES FOR LARGE SCALE TEAMS ACROSS MULTIPLE STUDIOS TO ENSURE QUALITY AND CONSISTENCY.
- IN-DEPTH KNOWLEDGE OF BODY AND FACIAL ANATOMY.
- EXPERIENCE IN MENTORING, GIVING CONCISE FEEDBACK AND COLLABORATING IN A FAST-PACED ENVIRONMENT.
- VAST KNOWLEDGE OF STUDIO PIPELINE AND WORKFLOW.

SOFTWARE

ZBRUSH
MAYA
BLENDER
SUBSTANCE DESIGNER
SUBSTANCE PAINTER
MARVELOUS DESIGNER
UNREAL ENGINE 4 & 5

SKILLS

- MODELING & SCULPTING
HARDSURFACE & ORGANIC
- FACIAL SCULPTING
- CLEAN RETOPOLOGY
- LOOK DEVELOPMENT
- TEXTURING
- PBR TEXTURE & MATERIAL CREATION
- CONCEPT SCULPTING & DESIGN
- CLOTH DEVELOPEMT
- BASIC GROOM
- SHOT SCULPT ANIMATION

EXPERIENCE

THE MILL
OCT 2018 - PRESENT
LEAD CHARACTER ARTIST
LEAD ASSET ARTIST & GENERALIST

ROCKET STUDIOS
FEB 2018 - OCT 2018
CG SUPERVISOR

ZOIC STUDIOS
NOV 2017 - FEB 2018
ASSET GENERALIST

MIRADA STUDIOS
SEPT 2017 - NOV 2017
ASSET GENERALIST

SAATCHI & SAATCHI
FEB 2016 - SEPT 2017
ASSET GENERALIST

VARIOUS STUDIOS
2011 - FEB 2016

PLEASE CONTACT FOR MORE INFORMATION.

THANK YOU!