

Philip Weygandt – 3D Generalist

678.727.2868 / www.pcw3d.com / philip.pcw3d@gmail.com

Objective

Meet the challenge - I never see my own development as done. I spend time with my team to encourage reflection, learning and new ideas. I make time to ensure performance feedback is understood and improvements are identified.

Technical Skills

Autodesk Maya	UDK/Unreal	Quixel dDo	Adobe After Effects
Autodesk Auto CAD	CrazyBump	Quixel 3Do	UV Layout
Adobe Photoshop	Unity	Adobe Premiere	Adobe Illustrator
Zbrush	Quixel nDo	XNormal	Microsoft Office Suite

Creative Skills

Digital Sculpting	Level Design
Concept Art	Creative Writing
3D Modeling	Character Design
Texture Artist	

Education

Fletcher Technical Community College, Houma LA Current Student
Associate of Applied Science

Art Institute of Atlanta, Atlanta, GA Graduated December 2011
Bachelor of Fine Arts, Game Art and Design

Experience

Connectivity Source Sprint (07/2015-03/2017)

Sales Associate / Tech

Continuously demonstrates a solid commitment in selling products and services.

Troubleshoot and repair damaged smartphone devices.

Best Buy (05/2015-present)

Sales Associate

Provide top quality guest assistance and customer service that far exceeds that of our competitors.

Continuously demonstrates a solid commitment in selling products and services.

Process sales transactions and assist customers in a prompt, courteous manner.

Maintain a neat and clean work area. Comply with company policies and procedures.

Jiffy Lube

(03/2014-12/2014)

Customer Service Advisor

Gather and input guest and maintenance information into the computer.

Review oil options, vehicle manufacturer service recommendations, previous services report on conditions to the guest and recap guest requested services with pricing and answer any questions.

Review invoiced items with guest, inform guest of value added items and offer invitation to return.

Team Kaizen

(06/2013-present)

Lead 3D Character Artist

Develop, maintain, and evolve the character pipeline.

Ensure timely completion of character team's commitments at the desired quality bar.

Serve as an active partner with leads and art director to drive and evangelize the artistic vision of the game.

Review and approve 3D character assets for aesthetic and technical accuracy.

Mentor team on skills and process; provide career growth guidance to team.

Work with art director other art leadership within Team Kaizen to ensure that the team's direction is in sync with the Team Kaizen style and philosophies.

End Touch Movies

(07/2013-10/2013)

Freelance 3D Artist

Consult and assist in the production of computer-generated airplane crash scene and ground mayhem and destruction scene.

Team Kaizen

(06/2013-12/2013)

3D Generalist

Modeled and textured characters for games.

Modeled and textured assets / props for games

Created visual effects for various animations and comic books.

hhgregg

(07/2012 – 09/2013)

Electronic Sales Associate / Customer Service Merchandiser

Provide top quality guest assistance and customer service that far exceeds that of our competitors.

Continuously demonstrates a solid commitment in selling products and services.

Process sales transactions and assist customers in a prompt, courteous manner. Maintain a neat and clean work area. Comply with company policies and procedures.

J3 Productions

(06/2012-07/2013)

Freelance Artist

Created visual effects for animations

Generated 3D models & Textures for digital short

Terminus Media (09/2011-06/2012)
Freelance Artist
Create visual effects for various animations
Generate & Textured 3D models/ props for Motion Comic Trailer
Created Animated Motion Comic Trailer for Radio Free Amerika Comic Book by B. Robert Bell.
Radio Free Amerika Motion Comic Trailer was shown at Atlanta DragonCon 2011

Digital Roar (02/2011-06/2012)
3D Artist (Intern)
Generated 3D models/assets for games
Textured 3D models and environments for games

The Art Institute of Atlanta (03/2009-12/2011)
Teacher's Assistant
Conducted demonstrations on both traditional and digital media
Focusing on characters design, background design and the development of sequential art

BrandsMart USA (05/2007-12/2009)
Computer Sales Specialist / Floor Display Specialist (Restock)
Provide top quality guest assistance and customer service that far exceeds that of our competitors.
Continuously demonstrates a solid commitment in selling products and services.
Responsible for counting product as it is received, replenishment, stocking and re-stocking of product.

Activities

Participant PlayStation Expo, San Francisco CA	(2015)
Participant E3, Los Angeles CA	(2014)
Participant 48 Hour Film Project, Atlanta GA	(2012)
Participant Global Game Jam, Atlanta GA	(2012)
Participant DragonCon, Atlanta GA	(2011)