

Lance Womack

CONTACT:

Name: Lance Womack **Phone:** 760-799-6182
Email: characterartist@lancewomack.com **Site:** www.lancewomack.com

OBJECTIVE:

To create compelling digital artwork that is enticing to the eye and functional in a character artist position.

CHARACTER ARTIST:

Heteropterex

Developed high resolution insect with expert attention to detail, utilizing three point mental ray lighting, combined normal maps with bump maps in a Maya shader. Maya, Photoshop, Zbrush, After Effects

Hadrosaurs

Created high resolution textures map generated in Zbrush purely from hand painting, rigged, and animated. Maya, Photoshop, Zbrush, After Effects

Section Soldier

Generated a high poly character, advanced texture mapping, blending organic and hard surface elements inspired by Section 8. Maya, Photoshop, Zbrush, After Effects

WORK EXPERIENCE:

Created detailed tutorial video sets for software videos' instructional site teaching both Zbrush (Introduction to advanced techniques) and Mudbox (Introduction to advanced techniques)

LEAD DESIGNER, PROJECT MANAGER:

Space Station

Coordinated, designed, and managed creation of multiplayer Unreal death match level within deadline Developed assets for use in Unreal Engine, Produced kismet triggered effects, lighting a real time environment. 3DSMax, Maya, Photoshop, Unreal Development Kit, CrazyBump, X Normal

SOFTWARE & HARDWARE:

Adobe Photoshop CS	Epic Unreal Development Kit
Adobe After Effects	Microsoft Office
Autodesk 3DSMAX	Pixologic Zbrush
Autodesk Maya	Wacom Tablet
CrazyBump	X Normal

EDUCATION:

Game Art & Design, Bachelors of Science (2010) - Art Institute of California – Inland Empire
ROP Game Development, ROP Video Production - Yucca Valley High

MANAGEMENT EXPERIENCE:

Substitute Manager/Server Shift Leader- The Rib Co. Yucca Valley, CA (2002-2012)
Server Shift Leader- Babe's Brewhouse & BBQ Palm Desert, CA (2012-Present)
Tutorial Instructor- Softwarevideo.com (November 2010 - January 2011)