

VIK SORENSANGBAM

Character Artist

<http://www.vik3d.com/>

Montreal-Quebec- CANADA

Sorensangbam@gmail.com**OBJECTIVE**

To obtain a position as a **Character Artist** in a fun and rewarding environment, which is motivated and provides a place where I can employ and improve my creative and technical skills.

SUMMARY

- Primary skill includes Hi-Poly (Organic) sculpting/Modeling for Normal Mapping and animation.
Low-Poly modeling, LODS.
Hard surface modeling/sculpting and Texturing
- Knowledge of AAA Game Character Creation and Cinematic Characters 3D Modeling &Texturing specializing in organic forms and characters
- An excellent understanding of mesh topology with advanced polygonal modeling skills.
- Power user of Softimage XSI in Modeling.
- Fav Tools= XSI+ 3D Studio Max + Z-Brush.
- Strong knowledge of creating textures for character using Z-brush and Adobe Photoshop.
- Strong Knowledge of Normal Mapping.
- Experience with programmers and artists to transition concepts to production Art.
- Basic Knowledge of Unreal 3D Game Engine and big world engine.
- Passion for FPS Game, cinematography and storytelling.

PROFESSIONAL EXPERIENCE: 2 Yrs+**Hi-res Character Artist****Gameloft-Montreal**

16/July/08- Present

- Hi-resolution Character development for Mobile Video Games/Cinematic Trailer using Pixologic Z-Brush 3.1, Softimage XSI 6.5 and 3D Studio max.

Worked on:

- Hero of Sparta -Official cinematic Trailer
Sculpting and Texturing for the Lead character "Hero"
Sculpting and Texturing for the "Zombie"
NOVA
Dungeon Hunter.
Brothers in Arms.
Blades of Fury.
Hero of Sparta 2

**Free-Lance
Character Artist**

Self-employed

9/Nov/07-Present

- Character sculpting for various Clients using Pixologic Z-Brush 3.1.
- Creech- Poser Piece for Devil Dog Studio. Sea monster inspired from classical Hollywood movie. Released this August 4 2009 as inbuilt character for Smith Micro Poser as "Creech Poser"
- Legend of the Manitou -Poser piece for Devil Dog Studios. Wild werewolf, inspired from Van Helsing. My responsibilities includes conceptualize, modeling/sculpting and texturing for Manitou.
- DSA Lycan

3D Artist

Exigent Game Art.

4/Dec/06-10/Oct/07

- Character modeling, Level Modeling and Texturing for Kwari Beta Release, 20th August 2007 (www.Kwari.com)
- Responsible for Creating Hi-Res Character (Organic and Hard Surface), Props and Weapons using 3D Studio Max 9 integrating with Z-brush and Mud Box.
- Creating Low poly Game character ranging from LOD0 to LOD3 and baking Normal Mapping from Hi-Res Models.
- Texturing Real-time Game Character using Z-brush and Photoshop.
- Creating and Managing Materials for Real time Games using big world editor.
- Work closely with the Lead Artist, company TDs (Technical Directors) and Art Director acting as the liaison between the disciplines of Modeling, Texturing and Game Engines.

Graphic Artist

Unnati Digital Creations.

6/Jan/04-10/April/05

- Photo Editing and Video editing using Adobe Photoshop and Adobe premiere
- Logo animation.

VOLUNTEER EXPERIENCE: 8 months

Modeling TA	Vancouver Film School	26/june/06-16/Aug/06
	<ul style="list-style-type: none"> • Assisting mentor and instructors, teaching modeling students. • Providing mentorship and guidance to the 3D modeling students. • Scheduling students' work Progress 	
Modeling and Texturing Artist	Student Games Design Project, VFS.	18/Dec/05-09/May/06
	<ul style="list-style-type: none"> • Responsible for 3d Modeling and Texturing for the Low poly Character in conjunction with the Game Designers, Character Rigger and Animator. • Successfully work in team atmosphere with schedules and reliable milestone deliveries. 	

EDUCATION

Vancouver Film School, Canada. Post-secondary entertainment arts school Diploma in 3D animation and Visual effects Majoring in 3D Modeling and texturing.	2005-2006
D.M. College of Arts, Manipur University. Bachelor Degree in Arts Majoring in English and Education.	2000-2003

CERTIFICATION AND AWARDS

Microsoft Certified Professional (MCP)	2005
PANDIT JAWARHARLAL NEHRU BIRTH CENTENARY • Children's Painting Competition	1988
ARTIST H.SYAMO MEMORIAL CHILDREN'S ART COMPETION • Children's Painting Competition	1987

SPECIALITIES

Softimage XSI 6
Mud Box 1.01
Big world Editor

Z-Brush 3.1
Adobe Photoshop CS2
Unreal Editor

3D Studio Max 9.0
Deep Paint 3d

Autodesk Maya 2008
Adobe premiere 6.0