

Vik Sorensangbam

✎ <http://www.vik3d.com>

✎ <http://vik3d.blogspot.com/>

SUMMARY Specialization in Hi-resolution Character modeling/sculpting and texturing for Cinematic and Games both organic and Hard surface.
Passion for FPS Game, cinematography and storytelling.

SPECIALTIES An excellent understanding of mesh topology with advanced polygonal modeling skills.
Experience with programmers and artists to transition concepts to production Art.

SKILLS

- Pixologic ZBrush (Expert , 4 years experience)
- Autodesk Softimage (Advanced , 5 years experience)
- Autodesk 3D Studio Max (Advanced , 3 years experience)
- Adobe Photoshop (Advanced , 5 years experience)

EXPERIENCE **Gameloft-Montreal** 07 / 2008 - Present
Character Artist

Worked on: • Hero of Sparta -Official cinematic Trailer [2008] Sculpting and Texturing for the Lead character "Hero" Sculpting and Texturing for the "Zombie" NOVA -cinematic Trailer (Modeler and Texturer) Dungeon Hunter- cinematic Trailer (Modeler and Texturer) Brothers in Arms- cinematic Trailer (Modeler and Texturer) Blades of Fury. (Modeler and Texturer) Hero of Sparta 2 - cinematic Trailer (Modeler and Texturer)

(Self-employed) 11 / 2007 - Present
Free-Lance Character Artist

Worked as freelance Character Artist for Mercenary Studios (<http://www.mercenary-studios.com/>)

Responsibilities includes: Hi-resolution characters (both organic and hard surface) creation for marketplace such as DAZ3d, Content Paradise and Renderosity.

Co-founded Devil dog Studios along with my partners Brent Bowers, Christopher Haigood and Wayne Martell aka Midnight Stories.

• Character sculpting/modeling for various Clients using Pixologic Z-Brush 3.1. Worked on: • Poser 8 Credit for the modeling and Texturing of Creech. 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.

Exigent Game Art 2006 - 2007
3D Artist

Work responsibilities includes Character modeling/sculpting. Low poly modeling (LODS) for AAA Game Character Texture painting Level designing/Modeling

Worked on: • Kwari online Game • Rogue Warrior

vancouver Film school 06 / 2006 - 08 / 2006
Modeling TA (Practicum)

EDUCATION

Vancouver Film School

Diploma in 3D animation and Visual effects

2005 - 2006

Manipur University

Bachelor of Arts

INTERESTS

hiking, gardening (Bonsai) , astronomy ,occult science, history and bodybuilding

LANGUAGES

- **English** (Native or bilingual proficiency)
- **French** (Elementary proficiency)