



Zachary Niehaus

3D Environment & Prop Modeler

Goals: To create realistic next gen environments and props while keeping the poly count under budget. To continually upgrade and incorporate new software technologies.

Skills: Creating realistic 3D environments, convincing props and 2D to 3D Production

Software: 3D Studio Max, V-Ray, Alias Maya, Cinema 4D, Bodypaint 3D, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Macromedia Flash, Macromedia Dreamweaver, Unreal Editor and ZBrush.

Education:

The Art Institute of California – San Diego
Bachelor of Science – Game Art & Design

10-03 – 09-06

Creative Experience:

Prototyping

- Worked on a small team as an Environment and Prop Modeler for an Unreal Mod titled "Salvation".
- Created forty-two props, unwrapped them all, and textured many of them, as well as some props created by my teammates.

Prop Development

- Created many realistic props from reference photos.
- Proficient in normal and spec mapping procedures.

Realistic Lighting

- Self taught in V-Ray, and lighting setups.

Work Experience:

Recycled Paper Greetings,

Store Assistant – San Diego, CA

- Provided inventory, stocking, and reordering of greeting cards.
- Selected items to be displayed on floor in an artful manner.

11-04 – 04-06

Little Caesars Pizza,

Assistant Manger – San Diego, CA

03-02 – 06-04