

Anton Kozlov

18 Ambrose CT
New Jersey, USA
(732) 778-1562
antonkoz87@gmail.com
antonkozlov.com

Objective

To obtain a challenging and growth oriented position in 3D modeling, and texturing within the video game industry.

Summary

Software Skills

- Autodesk 3d Max
- Unreal Engine
- Adobe After Effects
- Autodesk Maya
- Adobe Photoshop
- Microsoft Office Suite
- Pixologic Zbrush
- Adobe Premiere
- GML programming language

Related Experience

- 3D Character Modeling
- Rigging/Animating
- 3D Object Modeling
- Texturing/Lighting
- Level Design

Work Experience

04/2011 – Present: Trendy Entertainment

3D Artist

- Responsibilities include creating various 3D assets for multi-platform games such as Dungeon Defenders.

06/2010 – 10/2010: Gameloft

3D Artist

- Responsibilities included modeling, texturing, exporting, and importing 3D assets for iPhone games.

11/2009 – 04/2011: Lukewarm Media

Freelance 3D Artist

- Responsibilities include the creation of various real-time 3D assets, both organic and hard surface, for the upcoming indie game Primal Carnage.

02/2010 – 06/2010: Trendy Entertainment

Freelance 3D Artist

- Responsibilities include the creation of various 3D environment assets and weapons, for the upcoming indie game Dungeon Defenders.

02/2009 - 03/2009: Scene Systems

Freelance Position

- Created various 3D assets and animations needed for use in simulations based on forensic data.

01/2008 - 09/2008: University of Pittsburgh Medical Center (UPMC), Virtual Reality Center (Balance Lab):

Art Intern position

- Created 3D environments for a medical Virtual Reality simulation utilizing the Unreal Engine

Education

01/2006- 09/2008: Art Institute of Pittsburgh (AIP), Pittsburgh, PA USA

Bachelor of Science Degree in Game Art and Design

Projects and Titles

- Dungeon Defenders
- Comanche 4 iPhone
- Primal Carnage
- UPMC Virtual Store

References: Available upon request.

