

Leon Harmon
3d Artist
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Work Experience

Contract Graphic Artist | Zenetex, LLC (2018-Present)

- Responsibilities were to create character animations using 3ds Max for training simulations run in the Unity 3d engine.
- Additional responsibilities were using Photoshop to create textures, UI elements, and 3d model renders; Also using Substance Designer to create PBR material repository libraries and using After Effects for product marketing videos and animations.

3D Modeler | Dignitas Technologies (2017-2018)

- Worked several different projects all of which focused primarily on airfield asset creation. However, each project was surprisingly different and required very different skill sets (Creator, 3ds Max, Photoshop, etc).

Contract Art Lead | Catalyst Apps (2016)

- Guided the visual look of the project being developed.
- Created production pipeline for the mobile project.

3D Modeler | Hatalom Systems (2013-2016)

- Responsibilities were to create high fidelity 3d vehicle and environment models for training simulations used in Unity and VBS3.
- Used 3ds Max to model, animate, and uvw unwrap 3d models.
- Photoshop was used to create diffuse, specular, and normal map textures

3D Artist | Disti Inc (2011-2013)

- Created high fidelity 3d models for virtual military and commercial training.
- Used 3ds Max to model, animate, and uvw unwrap 3d models.
- Photoshop was used to create diffuse, specular, and normal map textures.

Lab Specialist | Full Sail University (2010-2011)

- Taught students Maya particle systems, rigid & soft body systems, and fluid systems.
- Mel scripting was used to adjust particle, fluid, and rigid body simulations for animation.

Lead 3D Artist | Phykentech (2010) Start-up

- Developed the look and feel of an iphone game and made character and environment models.
- Used Photoshop to concept the game environments, characters, and UI before full production.
- Used Maya to model, animate, and uvw unwrap 3d models.

Environmental Artist | N-Space Inc (2008-2010)

- Created environment models, animations, textures, lighting, and visual effects using

3ds Max.

- Used 3ds for all rigid body simulations and particle effects.
- Photoshop was used to create diffuse maps and particle textures.

3D Artist | Rapid Reality (2006-2007)

- Created real-time environmental and mechanical models using 3ds Max.
- Photoshop was used for diffuse/specular/normal maps, UI assets, and concept art.

Contract Artist | Anomalous Paradigm (November 2003-February 2006)

- Used Photoshop to develop screen print designs for clothing apparel.

Contract Artist | Wildhare Studios (February-July 2003)

- Used Photoshop, Flash, and After Effects to develop character concepts, storyboards, websites, and motion graphics for broadcast media clients Nickelodeon, USA, Cartoon Network, and Adultswim.

Skills

- Skilled in traditional and digital art techniques such as digital painting and image creation
- Polygonal 3D modeling techniques, animation, and visual effects
- Works well under deliverable deadlines and has great problem solving and interpersonal skills

Special Skills:

3DS Max, After Effects, Maya, Flash, GL Studio, Photoshop, Unity, Unreal, VBS3, Substance Designer, Substance Painter, and Zbrush.

Education

- B. A. in Media Arts and Animation, The Art Institute of Atlanta (2002)

Security Clearance:

- Interim Security Clearance
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