

**Adam Hogseth** AdamHogseth@gmail.com  
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## Game Development Experience

Character Artist at ArenaNet (4+ years)

01.2013 – present

## Responsibilities

- Creation of character art assets including armors, outfits, faces, hairstyles
  - High poly sculpt -> in-game model -> textures -> weighting -> polish pass/minor fx work (if needed)
- Received, reviewed, and gave feedback for outsourced character art assets, including providing paintovers/sculpt-overs as needed.
- Tracking of internal character art assets/character art team responsibilities and working directly with designers/producers to ensure that we are continually delivering high quality assets that go above and beyond what is requested of us.

## Projects

- Guild Wars 2: Path of Fire 2017
- Guild Wars 2: Heart of Thorns 2015
- Guild Wars 2 (*post launch support*) 2012

## Skills

- 3dsmax
- Maya
- Zbrush
- 3d-Coat
- Topogun
- Headus UVLayout
- xNormal
- Photoshop
- Substance Painter

## Work Experience

- ArenaNet 2013 – current  
*Character Artist*
- SchoolsFirst Federal Credit Union 2007 – 2012  
*Internet Services*
- Square Enix 2006 – 2007  
*Quality Assurance Tester*
- Blizzard Entertainment 2004 – 2005  
*Game Master / Customer Service Forum Moderator*
- Vivendi Universal Games 2003 – 2004  
*Quality Assurance Tester*