

**Adam Hogseth**

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**Objective:** To create character and creature assets for a major game studio.

**Mod Experience**

- Baldur's Gate Redux Mod Team (Dragon Age Toolset) *10.2010 – present*  
*Character/Creature Artist*

**Game Engine Experience**

- Dragon Age Toolset (Bioware – PC)
- Unreal Engine 3 (UDK) (Epic – PC)

**Technical Qualifications**

- Autodesk 3d Studio Max
- Pixologic Zbrush
- Autodesk Mudbox
- Topogun
- Headus UVLayout
- xNormal
- Adobe Photoshop

**Skills**

- High poly modeling/sculpting & normal map creation
- Low poly modeling with good flow & edge loops for animation
- Texture painting (using polypaint to create a base & finalize in photoshop/mudbox)
- Rigging/weighting for posing/animation
- Create new animations and blend existing animations together for custom rigs

**Work Experience**

- SchoolsFirst Federal Credit Union *2007 – current*  
*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*