

XAVIER COELHO-KOSTOLNY

3D CHARACTER ARTIST

www.xavierck.com • <http://www.linkedin.com/in/xavierck>
Burbank, CA • 818-619-1389 • xavierck.3d@gmail.com

SOFTWARE EXPERIENCE

Proficient with Zbrush, Modo, Max, xNormal, Photoshop, Quixel DDO, Marvelous Designer, Substance Painter, Substance Designer, Marmoset Toolbag 2

SPECIALTIES

- Hand-painted texture creation
- High-poly to low-poly texture baking
- Organic modeling/sculpting
- High-poly and low-poly modeling and optimization

OTHER SKILLS

- Experienced with import/export for various game engines (Source, UDK, Unity, proprietary in-house tools)
- Experienced with asset management and source control software including Perforce, Plastic SCM, and TortoiseSVN
- Extensive knowledge and experience with player customization systems including MMOs and multiplayer shooters
- In-depth knowledge of both stylized and PBR shading techniques
- Strong traditional art background
- Willing and able to learn new software and techniques as needed

PROFESSIONAL EXPERIENCE

INSOMNIAC GAMES – 2015-PRESENT

Character Artist - Spider-Man

Responsibilities:

- Design and create high-end 3D characters for Marvel's AAA Spider-Man game on the Playstation 4
- Work closely with riggers, shader artists, programmers, and other character artists to produce cinematic-quality art
- Clean scans of actors and models for performance captured characters
- Make exciting new interpretations of classic villains from Spider-Man's rogues gallery

FACEPUNCH STUDIOS – 2014-2015 (FULLTIME FREELANCE)

Character Artist - Rust

Responsibilities:

- Adjust and augment existing pipeline with new art assets for players to use
- Utilize Unity 5's PBR shading system along with Marvelous Designer and other tools to create high-quality character clothing

Character Artist - Deuce

- Create style and tech guidelines for various characters
- Develop and execute procedures for rapid character construction
- Create various stylized 3D characters from scratch

INSOMNIAC GAMES – FREELANCE 2014

Freelance 3D Character Artist – Ratchet and Clank

Responsibilities:

- Optimize and retopologize film-resolution character models
- Set up baking solutions for optimizing texture space, and bake multiple (up to 70+ per character) 4k textures down to single 2k sheets
- Work remotely with art director and character artists to create models and textures optimized for the PlayStation 4 console

CRYPTIC STUDIOS – 2012-2013

Associate Character Artist – Champions Online

Responsibilities:

- Work with concept and effects artists to create appealing and original 3D characters and vehicles
- Find weaknesses in existing character art and pipeline and remedy them with more effective workflows and stronger art
- Design and implement high-quality costumes and characters to fit with a large library of existing assets

Associate Character Artist – Neverwinter

Responsibilities:

- Supervise, implement, and maintain quality of 3D outsourcing assets
- Create high-quality characters, creatures, and armor for player characters, NPCs, and boss encounters
- Work with producers to ensure launch and post-launch content arrives on time and is up to quality standards

S2 GAMES - 2011-2012

3D Artist – Heroes of Newerth

Responsibilities:

- Work with concept artists to create high-quality in-game assets
- Model, sculpt and texture high- and low-poly assets for baking and in-game use
- Define visual gameplay elements while maintaining consistent style between characters and environments
- Refine existing character and environment assets to fit more closely with updated design goals

3D Artist – Strife

Responsibilities:

- Work with concept artists to develop and implement a distinctive visual style
- Create high-quality character and environment assets that serve game design goals