



## Parker K. Harris

3D Modeler/Concept Artist

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Online Portfolio: [www.ParkerHarrisArt.com](http://www.ParkerHarrisArt.com)

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### SUMMARY of SKILLS

“Hands-on” practical training and education in Zbrush and other supporting design software to conceptualize designs, model characters, and create illustrations

### EDUCATION

*Bachelors of Fine Arts - Media Arts and Animation*

The Art Institute of Virginia Beach, Virginia Beach, VA

June 2017

### ARTISTIC SUMMARY

#### *Software*

Zbrush

Adobe Photoshop

Autodesk Mudbox

Toonboom

Autodesk Maya

Adobe Flash

Adobe Premiere

Adobe Illustrator

Adobe After Effects

#### *Traditional*

Ink

Sculpey

Oil

Pencil

Pastel

Charcoal

### PROFESSIONAL EXPERIENCE

#### *3D Sculpting*

Skilled in digital sculpting using ZBrush and Autodesk Mudbox to create sculptures and character models. *3D Modeling*

Specialized in creating, texturing, and rigging of 3D characters and objects using Autodesk Maya. Skilled in creating particle engines.

#### *Motion Graphics*

Capable of using Adobe Premiere and After Effects to generate animation and animatics.

#### *Graphic Design*

Experienced in the use of Photoshop to create designs and illustrations for freelance and commission work. 10+ years freelance experience.

#### *Illustrator*

Skilled in creating visual representation for stories and concepts.

#### *Storyboarding*

Capable of analyzing story/script, interpret, sequence into visual animatic presentations.