

RICHARD THOROGOOD

◇ 3D MODELER ◇

Passionate animator who develops quality characters and assets, with a strong workflow focused on being efficient and effective. Delivers in short or long-term projects where creative design skills, speed and accuracy matter.

TANGIBLE SKILLS

- Blender
- Maya
- Zbrush
- Unreal Engine
- Substance Painter
- Premiere Pro
- Photoshop

ART

- 3D Modeling
- Animation
- Character Design
- Rigging
- Texturing

EDUCATION

Humber College, Toronto ON - Advanced Diploma
3D Animation Program

Sept 2016 - Current

Wexford Collegiate School For The Arts, Toronto ON
Completed Arts Visual Program - with arts award

2016

SOFT SKILLS

- Team Player
- Hard Worker
- Adaptability
- Communication
- Self-Motivated
- Accountable-problem solver
- Strong acting skills

EXPERIENCE

3 Sea Media Group, Toronto ON

Apr 2017 - Aug 2017

Modeled and textured a variety of different characters and assets for short films and VR games

Humber College, VR Game (collaborative project)

2018

- 3D Modeling
- Concepts
- Pipeline