

DUSTIN KOPF

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EXPERIENCE

MAR 2017 - SEPT 2018 **SWIHART STUDIOS – SANTA CLARITA, CA**
3D Environment Artist

- Creating real-time cruise destination sites along with underwater environments which required modeling, texturing, lighting, and layout.
- Storyboarding short animations

2015 – 2017 **DIALATED PIXELS – LOS ANGELES, CA**
3D Modeler

- Freelanced to model a multitude of vehicles, buildings, and assets for Discovery Channel's Bering Sea Gold season 6-7
- Modeled assets and vehicles for Nintendo Switches Scribblenauts game trailer
- Modeled, rigged, and animated realistic engine for pilot episode

2013 - 2015 **PFT STUDIOS – ST.CHARLES, MO**
3D Generalist / Motion Graphics

- Design and creation of video trailers, requiring modeling, texturing, lighting, and animation.
- Created graphics for web, banners, & posters
- Design and creation of giant full-room art murals

2012 **APPLEHEAD FACTORY – ORLANDO, FL**
Lead Texture Artist

- Modeled, textured, and animated characters and props for 3D animated short "*Sifaka World*" 2013 Pixie gold winner.

2012 **ABYSSMAL STUDIOS – LOS ANGELES, CA**
3D Generalist

- Designed, modeled, & textured main character for first season of "Game On! tv show.

2012 **ASYLUM STUDIOS – LOS ANGELES, CA**

3D Generalist

- Designed, modeled, and textured scenes for SyFy channel movie "40 Days and Nights"

EDUCATION

2012 – 2013

DIGITAL ANIMATION & VISUAL EFFECTS SCHOOL
VFX & CGI

2008 – 2011

BEREA COLLEGE
BA in STUDIO ART with Oil Painting emphasis (Summa Cum Laude)

1998 – 1999

COLLINS COLLEGE
Major in Graphic Design & Classical animation

TECHNICAL PROFICIENCIES

Modo – Zbrush – Substance Painter– Maya - Unity – Photoshop

REGOGNITION

- Work feautured in 3D Artist and 3D World
- Firstplace in nationwide contest using Photoshop
- Gallery exhibit featuring giant 6 ' oil paintings.

DEMO REEL

<https://www.youtube.com/watch?v=TTSYTT21w2Q>