

# Louis Kaufman : 3D Artist

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## Education

### **Los Angeles Film School - AA Computer Animation** *Graduated March 2014*

- Valedictorian with a cumulative GPA, 3.95

## Work Experience

### **Digital Domain / VR Playhouse - Character Artist** *March 2017*

Responsible for creating realistic characters for VR game

- Sculpting photo real high res character models and texture maps in ZBrush and Mari
- Creating game res versions of high poly sculpts with animation ready topology in Maya
- Baking high res detail down into texture maps

### **Virsix - 3D Generalist** *Jan 2016 to May 2017*

Only artist responsible for creating cohesive and highly appealing VR games

- Modeling, texturing, rigging, and animating stylized characters and environments
- Building efficient assets for real time render in VR
- Creating a clear artistic vision with wide appeal

### **Sony / Create Advertising Group - 3D Generalist** *Oct 2014 to Oct 2015*

Responsible for creating ultra-immersive award winning VR experience based on the Robert Zemeckis film "The Walk"

- Creating photo realistic game textures
- Modifying existing 3D models to run efficiently in real time VR
- Working as part of a small specialized VR team to create high quality VR experiences

### **Bin24/7 - Digital Sculptor** *Nov 2014 to Apr 2015*

Responsible for creating highly detailed sculptures for 3D Print

- Sculpting realistic models based on concept art
- Making high detail sculptures into hollowed out printable files
- Matching real world dimensions with high accuracy

## Awards

- Best in VR and Immersive Entertainment, Digital Hollywood (2015). Awarded for the VR Experience Can You Walk the Walk based on the film "The Walk"
- 1<sup>st</sup> place Animation Smash (2013). Awarded best in show in a school wide, open submission competition selected by staff.
- 1<sup>st</sup> place Digital Sculpting Smash (2013). Winner of a two day sculpting competition working from concept, judged by both staff and Pixologic employees
- 1<sup>st</sup> place Model Creation Smash (2013). Member of a two man team in an eight hour car creation challenge, judged by Staff and Industry Professionals.

## Skills

**Modeling:** Maya ZBrush

**Texturing:** Photoshop Substance Painter Substance Designer Quixel

**Rendering:** Unity Unreal Keyshot

**Misc:** Karate Cartoon Voice Impressions Firm Handshakes