

# MerrittFilban

3D Artist

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**Experience**    **Bungie** | December 2009 - May 2010  
Kirkland, Washington  
*Halo: Reach* | Contract 3D Artist

- Modeled, textured, and imported objects into the game engine
- Worked on environment, multiplayer, and cinematic models and props
- Created shaders for use with props and environments
- Set up damage states for new and existing assets
- Built collision and physics models for props
- Maintained a fast work ethic while adhering to quality standards
- Worked with a team of artists to maintain visual continuity

**Liquid Development** | March 2008  
Portland, Oregon  
*Damnation* | Freelance 3D Artist

- Optimized 3D game assets
- Produced LOD models
- Created UV layouts for light maps

**3D Central** | 2007-2008  
Portland, Oregon  
*Various Projects* | Freelance 3D Artist

- Designed and generated character models and textures
- Provided digital sculpts for baking out to normal maps
- Developed 3D environment objects

**Education**    **The Art Institute of Portland**  
Portland, Oregon

- Bachelor of Fine Arts Degree in Game Art and Design (honors)
- Works chosen for display at the Art Institute of Portland
- 2005-2008

**Software**    3ds Max, Maya, Zbrush, Mudbox, Photoshop

