

Merritt Filban

3D Artist

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Experience **Silicon Knights** | November 2010 - November 2011

St. Catharines, Ontario

Xmen: Destiny | Environment Artist

- Modeled and textured gameplay and cinematic assets
- Implemented environment art assets into the editor and constructed levels
- Worked with level designers to create block-out models for game environments
- Created tileable textures and shaders for use with props and environments
- Maintained a fast work ethic while adhering to quality standards
- Worked with a team of artists to maintain visual and technical continuity

Bungie | December 2009 - May 2010

Kirkland, Washington

Halo: Reach | Contract 3D Artist

- Modeled and textured gameplay and cinematic assets for Halo: Reach
- Created tileable textures and shaders for use with props and environments
- Built collision meshes and set-up damage states for new and existing assets
- 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

Education **The Art Institute of Portland** | 2005-2008

Portland, Oregon

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

Software

3ds Max

- modeling
- uv layout
- lighting
- maps baking

Maya

- modeling
- uv layout
- lighting

Zbrush

- sculpting
- retopology
- texture creation

Photoshop

- texture creation
- photo manipulation
- painting