

David Whiddon

3D Environmental and Prop artist

0422 933 573 – david@eagle4.net - www.eagle4.net

Personal Details

Full Name: David Christopher Whiddon

DOB: 3/1/85

I'm looking for a junior position in 3D modeling, and am excited and willing to learn, building on my extensive skills with 3D modeling and texturing. I am both goal-oriented and can deliver product on time.

I have been using 3D Studio Max extensively over the last three years, working with this software both for achievement of my studies by also for personal interest. I spend an average of four hours a day developing these skills working on personal projects. I have exceptional modeling skills, great texturing skills and a growing interest in rigging and animating. To view some of my works please visit my website www.eagle4.net

I have just completed a Diploma of IT (Multimedia integration) at AIT (Academy of Information Technology) in Sydney under scholarship. I topped my class and was awarded the Leadership award for my team leading abilities as well as my willingness to assist other students with their studies.

I am currently a moderator on the popular 3D forum website www.3d-palace.com where I moderate a large forum with over 60,000 members with responsibilities including controlling posts, administering users and providing users with helpful information

I am producing 3D art assets for a game called "Invasion of the Unknown" for Extremesoft

Skills in 3D include

- Modeling – I use 3D Studio Max, and modeling is my main focus. I regularly use poly modeling tools to create environments and objects of a high quality that look good whilst being of minimal poly count.. Once this is finished I use Chuggnut's Unwrap Tools plugin to assist me in unwrapping my model in the most efficient way possible
- Texturing – I use Adobe Photoshop in conjunction with photographs to create realistic textures.
- Lighting, Rigging and Animating – My skills in these areas are constantly improving but my main focus is on Modeling..

Programs I am proficient in

- Autodesk 3Ds Max
- Adobe Photoshop
- Adobe Premiere

