

ISAAC E. SOLOMON

420 Fairview Ave. Apt. 205, Arcadia, CA 91007 • (407) 404-0515 • isolomon6@gmail.com

RESOURCEFUL TECHNICAL ARTIST

www.isaacsolomon.com

Pipeline Creation • 3D Modeling • Art Director • Pixel Animation • Voxel Modeling
Senior 3D Artist/Animator • Technical Artist • Senior Technical Artist • Improved System Accuracy
Developed Automator • Motivated Teams • Created Processes • 2D/3D Rigging • Art Outsourcing

WORK EXPERIENCE

Supersocial 2022-2023 Lead Artist

- Design captivating environments and scenes and enhance the look and feel of the experience from the user's point of view.
- Partner with the Producer in scoping the content roadmap and allocating responsibilities among the artists.
- Partner with the Lead Designer in the development of the environmental concepts and contribute to the creation of a Game Design Document.
- Accurately translate design concepts into 3D Models/Renderings consistent to Supersocial's visual language and Game Design Document.

Counter Punch Studios 2021-2022 Technical Supervisor/Technical Artist

- CG Facial and Body animation, mocap clean up, and integration tasks in Maya.
- Working with the team and in the scope of the project to client + lead specification.
- Technical support & oversight on animation processes and project set up/maintenance.
- Establishing needs and writing tools for animators to simplify their daily repetitive tasks.
- Technical Artist – Marvel's Midnight Suns
- Technical Artist – Mortal Kombat 1

Age of Learning Inc. 2018 - 2021 Senior 3D Artist/Animator

- Created rigs for Game Software Development Kit, Unity, & Animation, as well as 3D models.
- Developed MMO Adventure Academy- Animation in 2.5D and 3D in-game content.
- Produced in-game avatar animations and rigs.

ROBLOX 2016 - 2017 Senior 3D Artist

- Created and sculpted digital models, including video editing, 3D modeling, and animation.
- Used software, lighting, and rendering to create textures and visual effects.
- Built automation scripts in Maya, using MEL Script.
- Created the current rig which is being used in Roblox.
- Developed Avatar animations for in-game characters.

ROBLOX 2015 - 2016 3D Character Artist (freelance)

- Created Roblox on Xbox One.
- Created several characters and assets, using Maya.
- Performed UV Unwrapping and texturing.

CBS Interactive 2014 - 2016 Senior Designer

- Oversaw the brainstorming and creation of designs from concept through final production.
- Worked with a team of developers, project managers, account managers and sales staff daily to develop project plans, marketing strategies and technology assessments.
- Generated high-quality and innovative designs within project budgets and deadlines.

- Designed and created custom, interactive experiences within ad units and micro-sites.
- Provided ongoing graphic support and design services.
- Trained and assisted design staff.

BigPoint GmbH 2014 Technical 2D/3D Artist (freelance)

- Worked on the technical side for online social games Farmerama and Zoomumba.
- Created an automation rendering script to deliver assets faster for production.
- Implemented assets from 3dsmax to game engine.
- Performed animation conversion, with limited compression.
- Improved frames in .png format, with no more than 2kb each .png.
- Exported .swf files at no more than 300kb in size.
- Automated compression of .png files and limited animation exported at 12 fps.

Disney Interactive 2014 QA Backend Developer (freelance)

- Assisted in the creation of Python scripts to test hardware modules.
- Worked on QA for art consistency in Infinity 2 game.
- Worked on Disney Playmation, soldering components for alpha prototypes.

Zynga, Inc. 2008 - 2013 Production Artist/Animator/Senior Designer (3D and 2D)

- Hired as the first 3D Artist, contributing to YoVille, Farmville, Roller Coaster Kingdom.
- Created several NPC animations for Farmville, which consistently ranked #1 for Zynga games with up to 34.5M daily active users (DAUs) and 83M monthly active users (MAUs)
- Helped create, start and develop CityVille in 2010, which ranked #2 in Zynga games and peaked at 18.5M DAUs and 84M MAUs.
- Joined Zynga Los Angeles, working on Empires & Allies and driving launch of CoasterVille, which ranked in top 5 games and peaked at 6.5M DAUs and 35M MAUs.
- Worked with a team of 4 artists and created hundreds of assets and animations for the online social game YoVille.
- Created hundreds of 3D assets and several animations for online social game CityVille.
- Collaborated with cross-functional teams consisting of 50 team members.

HG Art and Framing Consultants 2007 - 2008 Print and Graphic Design Manager

- Led a team of designers to create web designs.
- Created multimedia discs for company demos.
- Worked with over 100 clients in different projects throughout the nation and worldwide.
- Used a Hasselblad H1 Digital Camera, (16 megapixel) to capture images and manage color.
- Reproduced prints through an Epson or Roland printer, on a variety of top-grade materials, including archival canvas, archival paper or photo paper.

Prior Experience: Windermere Preparatory School, Art Teacher; ITT Technical Institute, 3D Modeling & Animation Instructor; Walt Disney World Resort, Caricature Artist

EDUCATION The Art Institute of Fort Lauderdale 2003 Bachelor of Science, Media Arts and Animation

TECHNOLOGIES

Autodesk Maya, Blender, Adobe Creative Suite, Unity 3D, Game Maker, Photoshop, Illustrator, Manga Studio, 3DS Max, Substance Painter, After Effects, Mudbox, Substance Designer, Graphics Gale, Zbrush, Spriter, 3D Coat, xNormal/Headus, Bitmap2Material, Crazy Bump, Marmoset Toolbag, Spine, CubikStudio, MagicaVoxel.