



# David Osorio

Atlanta, GA 

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## Education

JUNE 2017

### Interactive Design and Game Development Savannah College of Art and Design, Atlanta, GA

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#### Skills

- 3D Modeling, UV Mapping, Texturing
- Art Direction
- Game Development
- Fluent in English and Spanish

#### Software

- Adobe Photoshop, Illustrator
- Maya
- Unity and Unreal 4
- Experience with ZBrush, Substance Suite

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## Experience

July 2018 - Present

### Freelance Artist Atlanta, GA

January 2018 - June 2018

#### 3D Artist

##### Pulseworks LLC, Smyrna, GA

- Designed and built a Virtual Reality Roller Coaster in UE4, using proprietary blueprints and technology to make coaster path and logic
- Created custom models, materials, particles, and animations for the ride and made effective use of purchased assets to craft a coherent experience
- Implemented Sublevels, LODs, and other strategies to ensure VR optimization
- Crafted the Sound Design and arranged the music for the ride

July 2017 - September 2017

#### 3D Artist

##### Java Printz Studios, Atlanta, GA

- Designed full-scale modular Football Stadiums for use in UE4
- Crafted and adapted assets, and created master and custom materials to build fully realized environments
- Designed blueprints and dynamic LOD systems to increase optimization and performance

January 2017

### Project Lead, 3D Artist Global Game Jam 2017

- Led my team in the Global Game Jam 2017 48-hour game development challenge and contributed heavily to the game design and development in Unity
- Planned production, organized the team, and assigned tasks and deadlines
- Established a visual style and created 3D assets that successfully realized our artistic vision