

Crystal Silva

1148 Stanford Ave.
Oakland, CA 94608
510-316-8308
crystal.silva@gmail.com
crystalsilva.net

AMBITION

To work as a 3D artist in the games industry.

SKILLS

- Maya, ZBrush, Photoshop, Perforce, AfterEffects, Illustrator, Flash
- 3D Modeling, hard and organic, low and high poly
- UV unwrapping, normal mapping, transfer maps/texture baking
- Texturing, stylized to photorealistic
- Level Building with proprietary engines, Half-Life Source, Unreal Ed
- Environment and character design/concept creation
- Experienced in team projects and adhering to deadlines
- Experienced interfacing with designers, artists, and programmers
- Traditional drawing and painting, concept art creation
- Pixel art and user interface design

EDUCATION

The Art Institute of California-San Francisco, CA
B.S., Game Art and Design, 12/2007
Coursework includes: Maya, Photoshop, Unreal Ed, Source, ZBrush
GPA 3.9

University of Southern California, Los Angeles, CA
Completed one year in medical doctorate program.

University of California, Berkeley, CA
B.A. in Molecular and Cell Biology with a minor in Entomology, 5/01

EXPERIENCE

04/08-12/08 Factor 5, Marin, CA

Artist/Generalist

Environmental asset creation for unannounced Wii title: concepts, modeling, texturing with normal map creation, LODs, collision, and object placement utilizing proprietary game engine. Maintained consistency with art style, optimal construction techniques, and efficient texture usage. Some level building/maintenance with game engine. Created modular architecture system and coordinated with others to establish environmental asset pipeline.

12/07-present Self Employed, Oakland, CA

Contract Artist

Icon creation for Blurred Whisper, unannounced software project. 3D renders of custom designed furniture for Martin Sprouse Furniture. Low poly 3D modeling and texturing for Dark Voodoo Studios, Wii title.

1/06-12/07 Veeker Corporation, San Francisco, CA

Artist

Website design, user interface problem-solving, custom advertising art, and icon design.
Pixel art for mobile game elements and user interface.

7/04-10/04 Heavy Iron Studios, Culver City, CA

Quality Assurance, Tester

Bug discovery and write ups for *SpongeBob Squarepants: The Movie* video game.
Assisted in independent game testing projects including working one-on-one with language translators for alternate language versions of the game.

References available upon request