

GEORGE BASON

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Objective

I want to be a Character Modeler and a Concept Artist who can contribute to the success of your team.

Education

2012-present - Living Arts College, Raleigh NC - BA - Major in Animation and Game Design

2005-2011 - East Carolina University - BFA - Coursework in Painting and Drawing

Related Experience

Freelance Artist, Raleigh NC, 2011-Present

My work consists of painting on canvas or drawing on paper, stretching my own canvases, using a variety of mediums, commissions of all types, including portraits, and designing and painting my own under water fish scenes out of my head.

Team Member - Group Game Project, Summer 2015

I worked as the character modeler on a game I helped design with other team members.

Internship - Emerge Art Gallery, Spring 2011

While working on the Exhibition Committee, I learned how to set up an art gallery, run a gallery, and lead a team of classmates on an outdoor mural painting project on the wall of a building.

Skillssets

Digital Sculpting/Modeling
Digital Painting/ Texturing
Figure Drawing/ Painting
Pencil Drawing

Oil Painting
Pen and Ink Drawing
Water Color Painting
Sculpting

Charcoal/ Conte Drawing
Acrylic Painting
Mixed Media

Software

Mudbox
Maya
Unity (currently learning)

Photoshop
After Effects
Unreal Engine (currently learning)

Volunteer Experience/ Community Involvement

Meals on Wheels of Wake County
Haven House of Wake County
Art Space, Raleigh NC
Visual Art Exchange, Raleigh NC

Awards in Digital Art

Best in Category - Final Character Concept Painting, Character Modeling II, Living Arts College
Best in Category - Traditional Animal, Visual Construction, Living Arts College
Best in Category - Business Card Design, Self-Promotion, Living Arts College
Gallery Display - Character Moquette, Character Development, Living Arts College
Gallery Display - Character Concept Painting, Character Development, Living Arts College
