



Tristan Flor
DIGITAL ARTIST

Cell: 1-419-543-1967

E-Mail: flortristanw@gmail.com

Web: www.tristanflor.com

Objective

To obtain a position as a character artist at a video game, or movie studio.

Education

Bachelor of Science in Media Arts and Animation

The Art Institute of Pittsburgh, December 2009

Software

Adobe After Effects
Adobe Dreamweaver
Adobe Flash
Adobe Illustrator
Adobe Photoshop

Adobe Premiere
Autodesk 3ds Max
Autodesk Maya
Autodesk Mudbox
Microsoft Word

Microsoft Exel
Microsoft Powerpoint
Pixologic Sculptris
Pixologic Zbrush

Skills

Character Modeling
Concept Development
Digital Composition
Digital Sculpting
Character Design

Environment Design
Environmental Modeling
HTML Websites
Graphic Design
Hard Surface Modeling

Lighting
Low Poly Modeling
High Poly Modeling
Texturing
Web Design

Work Experience

Triad Toys –2011 – 2013

- Various o Prop modeling, head sculpting, high poly modeling and detail sculpting, concepts, and part design.

PoliticalPlaques.com

- Bill Clinton Bust o Using Zbrush I created a bust of US president Bill Clinton, for use in the making of a plaque commemorating his term in office.