

ETHAN CLARK



3D GENERALIST

◆ PROFILE ◆

CG Artist for film & games with a strong traditional and digital background. Based in Hollywood, specializing in modeling, texturing, and lighting

◆ CONTACT ◆

908-878-9138

www.EthanClarkArt.com

ethan.clark.art@gmail.com

[Linkedin.com/in/EthanClarkArt](https://www.linkedin.com/in/EthanClarkArt)

EthanClarkArt.Artstation.com

◆ SKILLS ◆

Shot-Specific Lighting

Prop & Asset Modeling/Texturing

PBR Shader/Material Development

Hard Surface Modeling

Environment Creation

Texturing/Shading

Look Development

Rendering & Render Management

Compositing/Image Finaling

Communication/Teamwork

Listening/Receiving Feedback

Self-Motivated

WORK EXPERIENCE

Asset Generalist

Digital Frontier FX

November 2024 - December 2024

- Full-time contractor hired to model and texture assets for V-Ray using Maya and Painter for "Project Jitterbug".
- Created photoreal assets to match real world existing assets from plate reference.

3D Environment Artist

Rideback

July 2024 - October 2024

- Part-time contractor hired to create fully textured environments for Unreal using Maya and Painter for unannounced project.
- Developing the project's unique look while experimenting with different texturing styles and methods.

3D Generalist / Digital Renderer

Homer

July 2023 - October 2024

- Full-time independent contractor hired to deliver 3D renders for an unannounced project.
- Created photoreal assets as well as entire sets in both Rhino and Unreal Engine.

3D Generalist / Asset Generalist

Half M.T. Studios

December 2023 - June 2024

- Part-time independent contractor for "The Threadlings" -- An upcoming animated film in Unreal Engine 5 by award-winning film makers Miguel Ortega & Tran Ma (Half M.T. Studios).
- Responsible for designing, modeling, and texturing many of the supporting assets in the project. The aesthetic of the film is a world made of cloth/fabric, so all assets had to be simulated in Marvelous Designer for realistic cloth look. Textured using Substance Painter and rendered in Unreal Engine 5.

3D Generalist / Set Assembly Artist

CheckpointVFX

March 2023 - March 2024

- Independently shipped over 200 shots for stylized feature film "Takeover".
- Responsible for modeling, texturing, lighting, set assembly, & rendering -- Had to learn new software on the fly
- Sets created included realistic urban interior and exteriors -- city alleyways, streets, warehouses, and nightclubs. Lighting had to be functional and aesthetically pleasing
- Proficiency with pre-made assets from the studio library + KitBash3D, as well as creating assets from scratch.
- Worked remotely as part of a team with two daily video meetings and ShotGrid collaboration.
- Used Clarisse, Maya, Substance Painter, Photoshop, and ShotGrid.

Oil Painting Instructor

The Art Academy & Evolve Artist

Jan. 2019 - March 2021

- Assisted in teaching children's physical traditional drawing & painting classes along with head instructor/professional portraitist Piper Talladay.
- Moved into an instructor position at the studio's online education program, Evolve Artist, grading student homework assignments twice a week and providing weekly lectures on digital art, teaching amateur and professional artists of all ages.

ACHIEVEMENTS

Published Articles Nov '22, Feb '23, Dec '23

The Rookies, 80 LEVEL, 3D World

Was specifically asked to write breakdowns for the Rookies, 80 LEVEL, and 3D World Magazine detailing technical workflow and creative process for my personal pieces, "Ambrosia", "Palia House", and "Adventure Boys".

SOFTWARE

- Autodesk Maya
- Blender
- ZBrush
- Nuke
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Adobe Premiere
- Clarisse
- Rhino
- Unreal Engine
- Marmoset Toolbag
- Houdini
- Gaea
- SpeedTree
- Marvelous Designer
- Yeti
- V-Ray
- Arnold
- Shotgrid

EDUCATION

Gnomon School of VFX, Games, and Animation

Los Angeles, CA

Oct. 2019 - Dec. 2022

High-rigor accredited institute specializing in digital production & VFX for film & games industry. Noteworthy for a full staff of working professionals in the film & game industries. Achieved a BFA in Digital Production with a focus in Game Art.

The Art Academy

Hillsborough, NJ

2017 - 2019

Participated in a gap year/full-time mentorship under professional illustrator and portraitist Kevin Murphy, trained as a classical oil painter. Learned skills such as drawing, rendering, color theory, composition, and photography.

Raritan Valley Community College

Branchburg, NJ

Sept. 2017 - May 2019

Received an AFA in Visual Arts, honored with 4.0 GPA, Dean's List, President's List, Phi Theta Kappa Honors Society.