

Bishop Goguen

3D Artist

Summary

Bringing more than a decade of experience across a range of work environments, including professional office settings and remote contracting, I am a seasoned 3D artist. My specialization lies in the creation of diverse assets, encompassing product modeling for furniture, electronics, appliances, and home decor. Additionally, I excel in interior visualization, showcasing proficiency in modeling, lighting, and rendering scenes to scale. With a background in the gaming industry, I have successfully produced a diverse array of optimized game assets, including vehicles, characters, and foliage.

Professional Experience

Bolder Games ▶ 3D Artist (Contractor) 2022 - 2023

- Contracted by Disney for various projects, responsible for creating a wide variety of assets, including Lidar-based architectural structures and realistic game props.
- Collaborated closely with clients and management to ensure project progress and adherence to deadlines.
- Produced high-quality 3D assets for in-house games, ranging from detailed high-poly models to efficient low-poly versions based on concept art.
- Demonstrated exceptional proficiency in UV unwrapping and texturing, adeptly utilizing Substance Painter/Designer and Photoshop.
- Incorporated feedback from art management and designers, facilitating rapid implementation of desired changes.

Wayfair ▶ 3D Artist (Contractor) 2021 - 2022

- Developed high-quality, realistic 3D models of assets and props, including furniture, appliances, and home decor, prominently featured on the company's website and in its catalogs.
- Conducted extensive SKU repairs, including topology fixes, proportion adjustments, and texture enhancements.
- Consistently met and exceeded daily asset delivery targets, reliably finishing assignments ahead of schedule.
- Actively collaborated within a team environment, participating in daily virtual meetings.

Laura Gills Design ▶ 3D Artist (Contractor) 2015 - Present

- Utilize a combination of hand sketches, floorplans, CAD, Sketchup and Canvas files to create to-scale photorealistic 3D interior environments.
- Demonstrate precision in modeling furniture, home décor, fixtures, and architectural elements.
- Assume full responsibility for the texturing, lighting, and rendering processes for all interior scenes.

Education

The New England Institute of Art Boston, MA 2011

- B.S. 3D Art & Animation
- Honors Graduate



Personal Information

Phone

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E-Mail

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Website

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Skills

3D Modeling ●●●●●

Texturing ●●●●●

UV Unwrapping ●●●●●

Rendering ●●●●●

Lighting ●●●●●

Deadline Management ●●●●●

Collaboration ●●●●●

Software

3ds Max ●●●●●

Substance ●●●●●

Photoshop ●●●●●

ZBrush ●●●●●

V-Ray ●●●●●

Unreal ●●●●●