

# ALBERT L. FOSTER III

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## SUMMARY

I am a motivated and passionate 3D Artist with a proven ability to develop high quality, life-like or stylized models as well as maintaining a solid understanding of game art and its processes. Possessing the artistic expertise and technical ability required to work closely with riggers and animators to create visually stimulating content that will solidify a unique game playing experience. Also having extensive knowledge of various applications related to 3D character creation with a knack for quickly understanding a project's mission, pipeline, vision and values.

## PROFESSIONAL EXPERIENCE

2017 - Present

### **Character Artist, Microsoft/Zenimax**

Responsibilities:

- Creating dynamic humanoid, animal, creature models, and textures. Utilizing a strong grasp of form, scale, and proportion while working within defined technical parameters.
- Communicating and working with Concept Art team, Animation, and Technical Artists in the creation of game assets.
- Adapting to the established art style while closely following art and design concepts. Possessing a thorough understanding of pipelines and art integration into the game.
- Making contributions to the creative process through original ideas and inspiration.
- Participating in critiques of my work and the work of other artists on the team.
- Working with the entire Development team in an energetic, fun, and creative environment.

2015 - 2016

### **Sales Consultant, Carmax**

Responsibilities:

- Test drives for potential sales with customers.
- Finance applications.
- Cleaning and preparing the vehicles for delivery.

2013 - 2015

### **Director/Lead 3D Artist, Poet Code**

Responsibilities:

- Worked closely with the team's artists to provide creative design guidance, expertise and solutions for gaming projects.

- Introduced and established standardized methods and procedures policies for the implementation of all artistic assets into the game pipeline.
- Managed multiple team members across the globe utilizing real-time communication technology to train, evaluate, and maintain a high standard of quality and productivity.

2010 - 2016

**Owner/Artist, Art Lives Forever**

Responsibilities:

- As a self-publisher and creator, I sculpt assets using my unique pipeline. These assets were then used for comics, prototyping, animation, and video games.
- Produce visuals in static and animation format.
- Develop high fidelity, photo real 3D models of characters and objects.
- Produce print ready and interactive digital publications.
- Logo/brand creation.

1998 - 2010

**Customer Service/Special Matters Expert, Verizon**

Responsibilities:

- Worked in conjunction with law enforcement agencies to collect information for the intent and purpose of prosecuting individuals for unlawful calls.
- Oversaw and acted as the single point of contact for eight of the major Maryland counties for the 911 database management center.
- Trained new employees on how to view and operate the Municipal Street Addressing Guide database for the 911 call center.
- Acted as management relief when supervisors took leave.

1996 - 1998

**Collections Agent, Bally's Total Fitness**

Responsibilities:

- Collected membership dues on delinquent accounts via electronic funds transfer system.
- Resolved customer complaints concerning delinquent accounts.
- Averaged a consistent monthly collection rate above the average percentile of collectors during my tenure as an agent.

## SKILLS

- Proficient in Microsoft Office applications – Excel, Word, Outlook, and Teams
- Proficient in the use of Adobe applications – Photoshop, Substance Painter
- 3D applications – Maya, Zbrush, 3DS Max, Unity 3D, Marmoset , and Keyshot

## EDUCATION

1992

Graduated from Parkville High School