

# Albert L. Foster III

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## OBJECTIVES:

Presently looking for a suitable vacancy and a opportunity to work with a team of qualified, diverse individuals who will help to develop my experience and career while playing an integral part contributing to a positive, friendly, and productive work environment.

## EXPERIENCE:

**Owner/Artist**

**Aug 2010 - Present**

*Art Lives Forever - Baltimore Maryland*

As a self-publisher and creator, I sculpted assets using my unique pipeline. These assets were then used for comics, prototyping, animation, and video games. Working as an artist for hire I also fore filled various clients/creators artistic needs for their business endeavors. My duties included:

- Creation of entire art asset workflow/pipeline
- Producing visuals in static, and animation format.
- Developing high fidelity, photo real 3D models of characters and objects.
- Creation of a male and female somatotype character library with optimized topology
- Producing print ready and interactive digital publications.
- Logo/brand creation.

Systems used: Zbrush , Photoshop, After Effects, Adobe Digital Publishing Suite, Maya, Marmoset, and iMovie

[Gallery](#)

[Demo Reel](#)

[Blog](#)

**Director/Lead 3D Artist****Jul 2013 - Jan 2015***Poet Code - Orange County, New Jersey*

Working closely with the team's artists to provide creative design guidance and expertise and solutions for gaming projects. My duties included:

- Contributing to art design concepts in relation to logos, character models, and enhancing the “look and feel” of animations for character assets. Overseeing visual continuity and seeing it maintained throughout the game's production.
- Introduced and established a standardized methods and procedures policy for the implementation of all artistic assets into the game pipeline.
- Managed multiple team members across the globe utilizing realtime communication technology to train, evaluate, and maintain a high standard of quality and productivity.
- Modeled, UVed, and, textured, all major character assets.
- Supervised and evaluated the development of all character animation sets.
- Supervised and evaluated the development of all minor character models.
- Assessed the skill sets and qualifications of potential new hires.

Systems used: Unity, Maya, Zbrush, Photoshop, Basecamp, Skype

**Customer Service/Special Matters Expert****Nov 1998 - Aug 2010***Verizon - Baltimore, Maryland**Unlawful Call Center 1998-1999*

Worked in conjunction with law enforcement agencies to collect information for the intent and purpose of prosecuting individuals for unlawful calls.

- Supplied information and services to customers receiving unwanted/unlawful phone calls

*911 Database Management Center 1999-2010*

- Oversaw and acted as the single point of contact for eight of the major Maryland county Public Safety and Provisioning centers (Emergency 911).
- Input and corrected addressing information for all landline phones in Maryland.

- Trained new employees on how to view and operate municipality and street addressing guide Municipal Street Addressing Guide database.
- Acted as management relief when supervisors took leave.
- I received several commendations from P.S.A.P. managers after demonstrating my proficiency, diligence, and timeliness with submitted tickets for database corrections.
- Systems used: LFACS, NTAS, SOM, DBMS, Lotus notes, Express Web, Express Trac, Iview, Excel, and Word.

### **Collection Agent**

**Jul 1996 - Oct 1998**

*Bally's - Baltimore, Maryland*

- 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.

### **Store Manager**

**Jun 1994 - Jul 1996**

*Nickels and Dimes (Tilt) - Baltimore, Maryland*

- Oversaw the daily operations of the arcade and all employees.
- Maintained employee schedule.
- Reported the store's revenue and inventory on a weekly basis to the home office.
- Collected, itemized, and deposited weekly earnings to a local financial institution.
- Supplied customers with quarters in exchange for various cash denominations.
- Trained new employees on company policies and procedures.
- Maintained a weekly inventory of the store's redemption items.
- Repaired malfunctioning arcade equipment.

I was promoted from a assistant manager to full time manager within 6 months. After becoming the store manager, overall sales increased by thirty percent.

**Cashier****May 1993 - Oct 1994***Towson Art Supply - Baltimore, Maryland*

- Greeted and assisted customers with choosing the right mediums for their desired artistic projects.
- Maintained and stocked the store's inventory.

**EDUCATION****SEPTEMBER 1989 - MAY 1992**

Parkville Senior High School - Parkville, Maryland

Diploma 1992

**SKILLS***Traditional Studio Art*

- Drawing (charcoal, pastels, pencil, pen, and ink), (35 years)
- Painting ( acrylics, oils, and water colors), (25 years)
- Sculpting (super sculpey, water based and oil based clay), (25 years)
- Color theory (25 years)
- Storyboarding (25 years)

*Apple Macintosh*

- Mac OSX (thirteen years)

*Windows/Microsoft*

- Excel (seven years)
- Outlook (five years)
- Word (five years)

### *3D Programs*

- Maya (Modeling, Texture Mapping/UV Mapping, Lighting, and Rendering), (eleven years)
- Zbrush (Organic and Hard surface Modeling, Texture Painting, UV layout, Rendering, Displacement, Normal, and Cavity map creation), (nine years)
- Unity 3D (two years)
- Marmoset (one year)
- Keyshot (one year)

### *Adobe*

- Photoshop (twelve years)
- After Effects (seven years)
- Indesign (five years)
- Muse (four years)