

Erwin Tibayan

3D Modeler - Illustrator - Environment Artist

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Purpose: To use my skills talents and enthusiasm to make a creative and business difference for a video game oriented company.

Education: The Illinois Institute of Art, Chicago, IL
Bachelor of Fine Art in Media Art and Animation. Graduated 2002

DePaul University, Chicago, IL
Bachelor of Art in Graphic Design and Studio Art. Graduated 2000

Work Experience: **EA Tiburon**, Orlando, FL
September 2006 - Present
Environment Modeler/Lighter
Created buildings and props for PGA Tour. Was the Art liason with outsourcing.
Worked on environments and props in FIFA. Worked on lighting for both Madden and NBA Live.

Lead Environment Modeler
EA Sports MMA

Associate Environment Modeler
Create 3D Environments for various video games.
Titles included: *NCAA, Madden, NFL Tour, NFL Head Coach, NHL*

Riha Design Group Inc, Chicago, IL
June 2004 - August 2006
Lead 3D Modeler
Created 3D environments for real-time pre visualization of condos and sales centers.
Oversaw the daily functions of the VR department.

Sock Puppet Studios, Hoffman Estates, IL
July 2003 - December 2003
Artist
Broke down, recomposited and animated comic book panels into animated episodes for DVD. Projects included *Incredible Hulk, Hulk Wolverine: Six Hours, Daredevil, Ultimate Daredevil/Electra, Ultimate X-Men, Ultimates, Wolverine Origin.*

Metroedit, Chicago, IL
November 2002 - April 2003
3D Modeler/Intern
Modeled and textured environments and props for *Billy Orbitz*, a children's cartoon series.

DePaul University Art Department, Chicago, IL
September 1999 - June 2000
Student Graphic Coordinator.
Created all graphic communication, the department web page, newsletter, interoffice communication. Monitored the Mac Lab. Handled software and printer troubleshooting for up to 20 college students.

Skills: Maya, Photoshop, Substance Painter, Substance Designer, Crazy Bump, Frostbite, 3DS Max, Zbrush, Unreal, After Effects, Illustrator, Premiere.