Charles Lim   30 Acara Ct. Scarborough Ontario Canada M1T3X1

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3D/ILLUSTRATION/DESIGN

CAREER OBJECTIVE

To be a Character Artist producing realistic high quality game and cinematic assets.

WORK EXPERIENCE

Silicon Knights   June 2006 - January 2008   October 2010 - Current
Character Artist
- Modeled, textured, and rigged 3D characters and props
- Collaborated with Art Director and team members to design and execute 3D assets
- Implemented creative solutions despite hardware limitations

Mr. X Inc.   November 2009 - present
Lighting Texturing Modeling
- Modeling and texturing 3D characters, props, and sets for films such as "Resident Evil Omega,"
  "Hot Tub Time Machine," and "The Death and Life of Charlie St. Cloud"
- Active contributor in daily concept/troubleshoot meetings

C.O.R.E. Digital Pictures   December 2008 - May 2009
Modeler / Texture Artist
- Modeled and textured 3D characters, props, and sets for animated television series "Planet Sheen"
- Created various shading networks for project-wide implementation
- Successfully completed projects to meet deadlines

Freelance Designer and Illustrator   June 2003 - August 2005
- Commissions included website design and construction, logo design, computer-generated graphics, and illustrations
- Workflow involved regular consultations and multiple revision rounds
- Clients included various individuals, private companies, and non-profit organizations

Institute for Leadership Development   June 2002 - May 2003
Graphic Designer
- Collaborated with staff writers and administrators in the creation of webpages, brochures, booklets and other promotional materials
- Designed and created web-based training toolkits for use by United Nations Global Compact affiliates and other institutional clients
- Performed maintenance and troubleshooting on United Nations Global Compact training toolkits
- Maintained accountability and fostered an excellent working relationship with Programme Manager through regular meetings and plan-of-approach reports

EDUCATION

Sheridan College   2005 - 2006
- Graduate Certificate, Computer Animation

Sheridan College   1999 - 2001
- Graphic Arts Diploma, Interpretive Illustration Program (Advertising focus)

COMPUTER SKILLS

Windows OS, Linux OS, Macintosh OS
Maya, 3DStudio Max, ZBrush, Unreal Engine, Crazy Bump, Xnormal, Adobe After Photoshop, Adobe Illustrator, Adobe After Effects