

Taber Noble

CG Artist

www.tabernoble.com

taber.noble@gmail.com

Residence: Montreal, CA

Objective:

CG Asset Artist working to evolve and grow within my craft, and as a professional.

Software:

- Modo
- Autodesk 3DS Max
- Autodesk Maya
- Unreal Engine
- Mari
- Quadspinner Gaea
- Arnold / V-Ray Render
- Pixologic ZBrush
- Houdini
- Unity Engine
- Adobe Photoshop
- Substance Painter / Designer

Skills:

- Physically Based Rendering
 - 3D Modeling
 - Texture Baking / Creation
 - Sense of 3D Scale and Proportion
 - LoD Creation and Optimization
 - High Level of Artistic Fidelity
 - UV Mapping
 - Strong Adherence to Team Feedback
 - Node Based Shader Creation
 - Excellent Team Based Communication Skills
 - Lighting in 3D Environments
 - Constancy with Artistic Direction
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Professional Work Experience:

Generalist / Lighting Artist - Scanline VFX - Montreal QC, CA
December 2019 - April 2020 - (Contract) "*Free Guy*"

Key Environment Artist - Mill Film - Montreal QC, CA
August 2019 - November 2019 - (Contract) "*Cats*"

CG Asset Artist - Pixomondo - Toronto ON, CA
July 2018 - July 2019 - (Contract) "*Midway*", "*Star Trek Discovery*", "*The Mandalorian*"

CG Asset Artist - Mr. X - Toronto ON, CA
March 2018 - June 2018 - (Contract) "*Vikings*", "*Hellboy*"

Freelance CG Generalist - Deluxe VR - Santa Monica CA, USA
July 2017 - September 2017 - (Contract) "*Apple Visitor Center AR*"

Associate World Artist - Bungie Inc. - Bellevue WA, USA
September 2015 - September 2016 - (Contract) "*Destiny 2*"

3D Environment Artist - Compulsion Games - Montreal QC, CA
July 2014 - April 2015 - "*We Happy Few*"

Education:

Champlain College, Bachelor of Science - Game Art and Animation
2010 - 2014, Graduated