

# Taber Noble

## CG Artist

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Residence: Montreal, CA,  
H2X 1W7

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### Objective:

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

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### Software:

- Modo
- Autodesk 3DS Max
- Autodesk Maya
- Unreal Engine
- Mari
- Katana
- 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
  - Real Time Lighting in 3D Engine
  - Constancy with Artistic Direction
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### Professional Work Experience:

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

CG Asset Artist - Pixomondo - Toronto ON, CA  
July 2018 - July 2019 - (Contract)

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

Freelance CG Generalist - Deluxe VR - Santa Monica, CA  
July 2017 - September 2017 - (Contract)

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

Environment Artist – Compulsion Games, Montreal QC, CA  
July 2014 – April 2015

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### Education:

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