

NATE CLOWAR - FREELANCE ARTIST

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EXPERIENCE:

I am a freelance 3D artist with 25+ years experience. I have been both an artist and art director at numerous studios, and bring that wealth of experience to every project. Guaranteed attention to detail, on time delivery, and available for both onsite and remote work.

My services include the creation of 3D models for the Entertainment Industry, Video Games, VR/AR, Movies, and TV. Product design/visualization, Toys, Model Kits, 3D printing /rapid prototyping, and Transportation Design.

End clients include; Stance, GM, Ford, Toyota, Mazda, Scion, McDonalds, FBI , BioWare, Bethesda, Monolith, Gearbox Software, and more.

SOFTWARE:

3D Studio MAX, Zbrush, Mudbox, Substance Painter, Substance Designer, Photoshop, Illustrator, After Effects, Painter, Premiere, MEL Script, MAX Script, Unity, and Unreal Engine.

PORTFOLIO and DEMO REEL:

www.clowar.com

WORK HISTORY

1990 – Present	FREELANCE ARTIST , Honolulu, HI
2008 - 2012	TETRIS ONLINE , Honolulu, HI Art Director
2006	MOBICORE , Honolulu, HI Lead Game Artist
2003 - 2006	KONAMI , Honolulu, HI Art Director.
2002 - 2003	KILLERGAME , San Diego, CA 3D Modeler
2000 - 2002	PRESTO STUDIOS , San Diego, CA Technical Director - Level Designer - 3D Modeler
1998 – 2000	GREYSTONE TECHNOLOGIES , San Diego, CA Poligonal Samurai - Senior 3D Artist
1996 – 1998	IVID COMMUNICATIONS , San Diego, CA Graphic Artist / 3D Animator
1990 – 1991	CONTINENTAL GRAPHICS , San Diego, CA Technical Illustrator