

RESUME

NATE CLOWAR

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Objective:

To secure a 3D modeler position for a great company that challenges my creative and technical abilities.

Experience:

Sixteen years of experience using a variety of traditional and computer graphics, including; 3D modeling, texturing, animation, airbrush, and illustration.

Software:

3D Studio MAX, Maya, Zbrush, Softimage, Photoshop, Unreal 3 Engine, Renderware, Illustrator, Painter, Premiere, After Effects, MEL Script, MAX Script, Dreamweaver.

- 2007-Present **FREELANCE**, Honolulu, HI
- Currently working as a Freelance 3D artist.
- 2006 **MOBICORE**, Honolulu, HI
- Title: **Unnamed Next Gen Title** - XBOX360
- Position: Lead Game Artist
- Character Modeling, Props, Levels, etc.
- 2003 - 2006 **KONAMI**, Honolulu, HI
- Title: **TMNT** - PS2 / XBOX / Gamecube / PC
- Title: **DDR** - XBOX
- Position: Senior Artist, Lead Artist, Art Director.
- Levels, Characters, Special Effects, Props, etc.
- 2002 - 2003 **KILLERGAME**, San Diego, CA
- Title: **CANNOT DISCLOSE** - PS2
- Title: **NCAA Final Four** - PS2
- Position: 3D Modeler
- Character Modeling - Modeling, UVs, setup and rigging
 - Levels - Props, Weapons, Craft etc.
- 2000 - 2002 **PRESTO STUDIOS**, San Diego, CA
- Title: **WHACKED!** - XBOX title
- Position: Technical Director - Level Designer - 3D Modeler
- Level Design - Designed game play geometry on a per level basis, then built both collidable and visible geometry, setup UVs, used proprietary tools to setup level AI, traps, and scripting of interactive elements.
 - Modeled and UVed - Weapons, pickups, powerups, etc.
 - Special Effects - Created geometry and textures for numerous effects.
 - Cinematics - Animated limited shots, setup files, and built hi-poly props and sets.
- Title: **MYST 3** - PC, Mac, Xbox, PS2
- Position: 3D Modeler
- Modeled and UVed pre-rendered environments, plants, objects, and architecture. Primarily the lower half of Edanna (The Life Age) as well as parts of other ages.
- 1998 - 2000 **GREYSTONE TECHNOLOGIES**, San Diego, CA
- Title: **XSG** - Arcade Coin Op
- Position: Polygonal Samurai - Senior 3D Artist
- Concept Design, storyboards, animations, modeling and texturing of a real-time low-poly aircraft, race courses, environments, and special effects for a 3D PC Arcade game.
- 1991 - Present **CLOWAR GRAPHICS**, Honolulu, CA
- Owner*
- Graphic design business varying from freelance 3D modeling and animation, design, technical illustration, web design, and airbrush. As well as screen printed design and manufacture.
 - Clients Include: GM, FORD, Toyota, Mazda, McDonalds, FBI
- 1996 - 1998 **IVID COMMUNICATIONS**, San Diego, CA
- Position: Graphic Artist / 3D Animator
- Created 3D animations and images, graphics, storyboards, and web sites. Designed and created user interface and graphics for FORD and NCR training/sales CDs.
- 1990 - 1991 **CONTINENTAL GRAPHICS**, San Diego, CA
- Position: Technical Illustrator

Education:

2001	Watts Atelier
1996	Palomar College
1990 - 1993	Cuyamaca College
1991, 1994	Airbrush Action Getaway
1991	Frenser Screen Print Institute

Hobbies:

[Car building](#), bodysurfing, juggling, paintball, computer gaming, and [lion taming](#).