

# Shahar Eldar - 3D Modeler

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## Objective

To further develop a career in 3D modeling for Games as well as 2D asset creation and do what I can help ship great games.

## Skills

<b>3D Software</b>	Alias Wavefront Maya , Discreet 3D Studio MAX, Wings 3D, Pixologic Z-Brush 2, XSI Softimage.
<b>2D Software</b>	Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Discreet Combustion, Corel Painter.
<b>Platforms</b>	Windows XP, Windows 2000, Windows 98, DOS, Apple OSX.
<b>Languages</b>	Fluent in Hebrew.
<b>Other</b>	Drawing, Painting, Sculpture, some programming and scripting.

## Work Experience

<b>2006 - Present</b>	<b>Internship, Knowledge Adventure.</b> Modeling, Animation, Texture and Design work on an upcoming product.
<b>2005 - Present</b>	<b>3D Modeler, Atharon Half Life 2 Mod</b> Created Characters and Props, as well as Z-Brush pipeline.
<b>2003 - Present</b>	<b>Teacher's Assistant, Otis College of Art and Design, LA, CA</b> Teacher's assistant and Tutor for classes in After Effects 3D Studio and Maya.
<b>Summer 2003</b>	<b>3D Modeler, Surrogate Interactive</b> Weapon modeling for morbid inclination, a released Half Life modification.
<b>2002 - 2003</b>	<b>Tutor, Moorpark Community college, Moorpark, CA</b> Tutor in Logic and Philosophy. Assistant in 3D Studio Course
<b>Summer 2002</b>	<b>2D Artist Global-RD software, Israel</b> All visual elements in Catapults freeware game and other software
<b>2001 - 2002</b>	<b>Computer Tech Moorpark Community College, Moorpark, CA</b> Computer repair technician at Students with disabilities center, Maintenance and upkeep on a small network of computers.

## Education

<b>2003 - Present</b>	<b>Otis College of Art and Design, LA, CA</b> Anticipated - Bachelors of Arts Degree, May 2006
<b>1999 - 2003</b>	<b>Moorpark Community College, Moorpark, CA</b> General Education, Art concentration, 6 Semesters.