

# DAISUKE IRIE

3D ENVIRONMENT ARTIST

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## OBJECTIVE

Currently Seeking a position as an entry level for Environment / Prop / Texture / Concept / Character Artist or any positions which relate with art.

## WORK EXPERIENCE

**Free lance: iPhone game modeling, CA, USA February 2010 - March 2010**  
Modeling & texturing six environments and three characters before deadline.

**Sole proprietorship: E-commerce & Management, Hiroshima, Japan June 2000 - 2007**  
Project management, provide strategic planning to clients, design website for cellphone platform, produce new download contents, and problem-solving to increase traffic.

## VOLUNTEER EXPERIENCE

**Balmunc Online Games: Project Management / 3D Environment Artist, Japan December 2005 - March 2007**

Designing and consulting in online game project management. Game system design, environment art for prototype build and strategic planning for technical background and workflow.

## SKILLS

Experienced in 3D Modeling and texturing / Level Design / Concept Art  
Mechanical Design / Traditional Drawing and Painting / Web Design

Proficient in Windows / Linux / Mac platforms

**3D software: Maya / 3ds Max / Softimage / Z-Brush / Mudbox**

**Photoshop / Unreal Engine / InDesign / After Effects / Dreamweaver (HTML / CSS / Javascript)**

Microsoft Office / Visual Basic / C / C+ / C++ / Numerical Control Program

## EDUCATION

**Academy of Art University, San Francisco, CA**

Bachelor of Fine Art in Animation & Visual Effects - 3D Game modeling and texture,  
September, 2005 - December, 2009

**De Anza College, Cupertino, CA**

Liberal Arts, September 2003 - August 2005 - Transferred

**Kure National College of Technology (Highschool), Hiroshima, JAPAN**

Mechanical Engineering / Highschool degree, Apring 1999 - March 2002

## ACHIEVEMENTS

**Kumano Brush Sketching Contest**

1st Special Award (3 years in the role)

**Saka Fire Fighter Sketching Contest**

1st Special Award (3 years in the role)

**Sketching Contest in Japan**

Gold Award

## LANGUAGES

English  
Japanese