

KEITH BOYD LAKE

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Leander, TX 78641

www.boydlake.com
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Expert character artist and generalist who insists on working to a high quality level while delivering assets on-time. Expert with Max, Maya, and Photoshop. Experience with Unity, Unreal and and custom rendering engines. Experienced with offline and realtime 3d pipelines, including for VR and mobile applications. Equally proficient with artistic and technical tasks and with helping peers reach the goals of the project. Experience with character & effects animation, and mocap setup, recording and cleanup. Experienced with FACS.

Software Skills

3ds Max, Maya, Zbrush, Vray, Adobe Photoshop, Unity, Marmoset, xNormal, 3d Coat, Substance Painter, Crazybump, HTML 5.0, CSS 3, JavaScript, Illustrator, InDesign, After Effects, Alien Brain, Subversion, Perforce, Fluent in English and Spanish , PHP, C#, ASP.NET, Java, mySQL, SQL

Education

Brigham Young Univeristy - Idaho

B.S. Web Design and Development 2014 - 2018
GPA 3.93

Brigham Young University

Design, Illustration

ITT Technical Institute

A.A.S. - CAD and Design
Academic Achievement Award

College of Eastern Utah

A.S. General Studies
Dean's List

Job History

Lead Artist/Creative Director/Proprietor
3d Model Forge, Leander TX, Realtime 3d Characters
October 2015 - Present

Lead/Senior 3d Graphic Artist
Cadillac Jack, Austin TX, Gaming, Unity
May 2013 - February 2016

Senior Character Artist - Freelance
Xbox 360, PS3, IOS, Android games
September 2012 - May 2013

Senior Character Artist (Contract)
2XL Games - IOS, Android games
January 2012 - August 2012

Senior Character Artist
THQ DSP - Xbox 360, PS3 games
January 2010 - October 2011

Lead Character Artist
THQ/Rainbow Studios, Xbox 360, PS3 games
May 2004 - January 2010 (5 years 9 months)

Additional Skills

- Agile SCRUM experience
- Strong design and fine art background
- Able to produce photoreal or stylized content
- Adaptable to mobile, console, VR/AR pipelines
- Experience with offline rendering and illustration
- Human Anatomy & Proportions
- Hard surfaces and Props
- PBR materials, Substance
- FACS facial setup
- Animation experience

3d Character Portfolio: boydlake.com