DAVID FARISI

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☎ (813) 240-1058

in DAVID FARISI LINKEDIN

PORTFOLIO:
DAVIDFARISI.WEEBLY.COM

SKILLS

Highly Proficient:

Adobe Photoshop

Autodesk Maya

ZBrush

Game Development

Proficient:

Substance Painter

3D Coat

Topogun

Unity

Mudbox

Unreal Engine 3

Soft Skills:

Collaborative

Resourceful

Efficient

Enthusiastic

EXPERIENCE

LEAD ARTIST – DARK TONIC
August 2014– Current

Specializing in Environment Art. Creating environments: modeling, props, and texturing from provided or self-concepts. Importing assets into Unity and setting up scenes with team members. Optimizing models and textures for use in Unity. Advising team with art style and techniques. Active role in design & game play mechanics.

GRAPHIC DESIGNER – UBERSTRATEGIST
April 2016 – Current

Designing webpage banners, landing pages, business cards, trade show and social media (Facebook & Twitter) images for clients.

ENVIRONMENT / PROP ARTIST – ARTIX ENTERTAINMENT
March 2012 – January 2014

Creating environment models and texturing from concepts. Importing assets into Unity and setting up scenes with team members. Optimizing models and textures for use in engine.

PLAINVIEW SOFTWARE - ARTIST
March 2007 – May 2009

Creating 2D game art for mobile IOS. Creating sprite sheets for animation. Designing levels and UI elements while optimizing performance.

EDUCATION

M.A. INTERACTIVE ENTERTAINMENT - 2011
Florida Interactive Entertainment Academy (FIEA)

B.A. DIGITAL MEDIA - 2007
University of Central Florida

PROJECTS

Legends of the Brawl – Dark Tonic- 2014 - Current
http://legendsofthebrawl.com/

AdventureQuest 3D – Artix Entertainment- 2012-2014
Originally Titled: Legend of Lore
http://www.aq3d.com/

Tiger Woods PGA Tour 13 – Electronic Arts- 2010
http://www2.ea.com/uk/tiger-woods-13