

DREW HARRISON

Senior Texture Artist
drewparadise@gmail.com

PROFESSIONAL EXPERIENCE

Industrial Light & Magic

Texture Painter (October 2013 – February 2015)

Responsible for unwrapping UVs and creating photo-real hero character textures for feature films.

Warcraft (2016)

The Revenant (2016)

Avengers: Age of Ultron (2015)

Lucy (2014)

Rhythm & Hues Studios

Lead Texture Painter (September 2011- April 2013)

Responsible for leading a team of local and international texture painters, training & interviewing new hires, and creating highly detailed photo-real textures.

Percy Jackson: Sea of Monsters (2013)

Life of Pi (2012)

Texture Painter (July 2008 – September 2011)

Responsible for creating photo-real textures for both organic and hard surface assets.

Red Dawn (2012)

Big Miracle (2012)

Mr. Popper's Penguins (2011)

The A-Team (2010)

Alvin & the Chipmunks: The Squeakquel (2009)

Night at the Museum: Battle of the Smithsonian (2009)

SOFTWARE KNOWLEDGE

Mari

Body Paint 3D

Adobe Photoshop

Autodesk Mudbox

Zbrush

Maya

Familiar with using Mac OSX, Windows, and Linux operating systems.

EDUCATION

Bachelor of Fine Arts in Interactive Design and Game Development

Savannah College of Art and Design, Savannah, GA (2008)

ADDITIONAL SKILLS

Drawing (Digital and Traditional)

UV Mapping

Photography for Texture Painting

Digital sculpting

Recommendations and additional information available on request or at

www.linkedin.com/drewharrison

Demo Reel: www.drewharrison.net