

# William A. Gallo

Character Artist

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<http://www.xerious3d.com>

## Professional Experience

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### America's Army 3.1 – 3D Artist (PC)

Huntsville, AL 35898

November 2008 – Present

- Responsible for modeling and texturing a variety of Prop assets
- Modeled High poly props for proper detailed map bakes (AO, Normals, Color maps)
- Textured a variety of assets using photo reference and/or hand painted textures
- Collaborated with Environment artists to optimize in game assets
- Worked closely with Leads to properly package art content including shaders and collisions
- Responsible for creating a variety of custom shaders as needed for assets based on artistic direction

### Government Applications and Trainers - SAIC (PC)

Huntsville, AL 35898

3D Artist / Character Artist

November 2008 – Present

- Responsible for Sculpting High Poly Characters for a variety of trainer apps
- Responsible for creating High Poly props and vehicles for Trainers
- Texturing a variety of Low res in game assets including Characters, vehicles, and props
- Collaborated with team to artistically meet desired looks for multiple apps and trainer game maps
- Worked closely with Animators to deliver proper edge flow needs for Character models on a project basis

## Skills & Strengths

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- 3D Sculpting Characters, Creatures, and Hard surface Modeling from reference and/or concepts (includes base meshes, retopology, proxy meshes, and in game final meshes)
- Clear understanding of Human anatomy, structure and silhouette in respect to real life and/or concepts
- High Poly to Low Poly Normal, and AO next-gen map baking pipeline
- Clear understanding of clean-proper edge flow for rigging, skinning and animation
- Proficient understanding of UV layouts for Photo Reference texturing and/or Hand painted texturing
- Figure Drawing, sculpting, storyboarding, painting, concept art
- Willing to accept and/or provide direction while working under pressure
- Enjoy working with a team and have the ability to communicate across any pipeline

## Software

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- Zbrush 4 - Maya - Mudbox - Photoshop - Xnormal - 3DS Max - 3D Coat

## Education

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### Full Sail University

Winter Park, FL

Bachelor of Science Degree in Computer Animation

May 2006 – Apr 2008

