

# Fuquan Smith

## Hard Surface Modeler

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<http://fuquansmith.wix.com/fuquansmith>

### Industry Experience:

#### DiSTI

3D Modeler

July 2017 - Current

- Modeled, animated, and textured various classified models.

#### Jam Games

Freelance 3D Artist

Oct 2016 – Feb 2017

- Modeled and textured multiple Spaceship models for an upcoming strategy board game.

### Education:

#### Full Sail University

Bachelor of Science in Game Art

2014 – 2016

### Programs:

- Maya
- 3DS Max
- Zbrush
- Substance Painter
- Substance Designer
- Photoshop
- Unreal Engine 4
- Unity 5
- Marmoset Toolbag

### Technical Skills:

- Hard surface modeling
- Digital sculpting
- UV unwrapping
- Texturing
- PBR workflow
- Level Assembly