



SHOHAM 'LEO' CHARIKAR

3D MODELING & CONCEPT ARTIST

3107 Raleigh Cir, Irving, TX 75061
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(214)384-7805

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TOOLS AND SKILLS

- 3D Studio Max 2011
- Maya 2011
- Mudbox 2011
- Photoshop CS4
- CrazyBump
- ZBrush 2.0
- Illustrator CS3
- Unity 3
- Unreal Development Kit (UDK)
- Unreal Tournament 3 (UT3) Editor
- Unreal Tournament 2004 Editor
- Torque-X 2D
- xNormal
- Marmoset Toolbag
- SCRUM Development
- Java Script
- HTML
- Premiere Pro
- After Effects
- MS Office Suite
- Flash 8

GAME EXPERIENCE

Fury of the Ancients

Necromantic Studios (15 developers)

Single-player 3D isometric hack and slash (UDK)

January 2011 – May 2011

- Created splash page and over 20 concept artwork
- Modeled, unwrapped and textured (diffuse, specular, normal) 15 environment assets
- Textured (diffuse and specular) 3 characters
- Produced interface art for main menu and in-game HUD and screens
- Worked with designers and advised on asset implementation, particle effects, and overall aesthetics for the two levels

Cinder

AiP Dev Team (22 developers)

Multiplayer 3D first-person shooter (UT3)

December 2007 – September 2009

- Designed Lupine faction (5 characters) and created over 30 concept artwork
- Oversaw and directed game art style, environment, characters, and weapons
- Modeled a character and other art assets
- Wrote background story
- Artwork featured in Siggraph 2008

Gravity

Team One (7 developers)

Single-player 3D first-person puzzle (UDK)

August 2010 – October 2010

- Produced 10 concept artwork, wrote and maintained the art style guide
- Modeled, unwrapped, and textured (diffuse, specular, normal) 10 environment assets
- Modeled, unwrapped, textured (diffuse, specular, normal), rigged, and skinned 3 characters
- Created 20 character animations

Brother

Team Dave (4 developers)

Single-player 2D puzzle platform (Torque-X 2D)

March 2010 – May 2010

- Produced 10 concept artwork
- Created 20 background environment assets
- Provided 10 sprite animations, including environmental effects and a character
- Game elected for Best Main Character by student body



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EDUCATION

The Guildhall at Southern Methodist University

January 2010 – December 2011

MASTER OF INTERACTIVE TECHNOLOGY, SPECIALIZATION IN ART CREATION

Thesis titled "The Importance of Degeneration, Wear, and Tear in Realistic Game Textures"

Art Honors Award for illustration project "Druss the Legend"

GPA: 3.8

The Art Institute of Pittsburgh

January 2005 – March 2008

BACHELOR OF SCIENCE, SPECIALIZATION IN GAME ART AND DESIGN

Dean's Award for academic excellence

GPA: 3.7

WORK EXPERIENCE

Carpe Chaos, LLC

May 2007 – Current

Contract/Freelance Comic Artist

- Created conceptual and production artwork and wrote portions of universe and story Wiki
- Artwork featured in Comic Con 2010

The Art institute of Pittsburgh

January 2008 – March 2008

Teaching assistant

- Aided instructor in the instruction in illustration and advanced illustration classes
- Demonstrated various digital painting techniques

Israel Defense Force

2003 – 2004

Corporal

- Air Force – Anti Air regiment
- Ordnance Corps – APC Technician

ACTIVITIES AND AWARDS

- 2006 Blizzard Entertainment: Annual fan art contest – Honorable mention
- 2006 CGIsrael and Arigent Inc: 'Conflict' art contest – Honorable mention
- 2006 National Technical Honor Society member
- 2005 Blizzard Entertainment: Diablo fan art contest – 10th place