

Geoff Kaiser

Character Artist

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Programs



Zbrush



Maya



Photoshop



Substance Suite



marmoset



Unreal
Engine 4



Unity



3D Coat

Skills

- Character, Creature Concept Art
- Illustration
- 3D Modeling
- High Poly Sculpting
- 2D Texturing, Material Generation
- Retopology and UV Unwrapping

Projects

Character, Environment Artist - Population One (Apr. 2019 - Nov. 2019)

3D VR Shooter for PC Bigbox VR

- Retopologized character and environment models to meet extreme limitations of VR platform.
- Developed material pipeline tools to quickly and easily bake and pack textures for PBR and mobile use.
- Worked under tight deadlines and fast turnaround periods to deliver assets at a quality that is unparalleled on the platform.

Developer – Pages: A Tale of a Fawn and a Crow March 2018 - Present

2.5D Narrative Platformer for PC. Team: 1 member

- Developing independent game in Unreal Engine 4 from concept work to in-engine prototype, including gameplay, UI/UX, and story.
- Creating art bible, concept and key art, greybox assets for use in early versions of the game

Creature, Assistant Artist - Night of the LivingBread (Jan. 2017-April 2017)

3D VR Shooter for PC Team: 12 members

- Created creature concepts based on team's ideas and material for the project.
- Developed models and textures for creatures, additional assets for creature content.
- Iterated on assets to better match style and objective.

Character Artist, Art Director - Chronomancers (Sep. 2014-May 2015)

3D cooperative boss rush game. Team: 13 members

- Defined visual direction for project, working from team's early concept.
- Collaborated with graphics team to develop custom shaders and VFX system.
- Created both 2D and 3D character, environment, UI, VFX, and animation assets.

Education

Digipen Institute of Technology (September 2014 -June 2017)

Master of Fine Arts (September 2015 -June 2017)

MFA Thesis Project: "Birth By Sound: Auditory Stimulus in a Character Design Pipeline"

Independent Study of the Fine Arts (Fall 2014 -Spring 2015)

University of California, Irvine (September 2009 -June 2013)

Bachelor of Arts in Studio Art, Minor in Japanese Language and Literature