



[WWW.BOYLIE3D.COM](http://www.boylie3d.com)



## DAVE BOYLE 3D ARTIST

Hey! I'm Dave, a 3d artist living in Toronto. I've been working in the videogame industry since 2007, and have been an avid gamer my whole life. During my time in the industry, I've done everything from ultra-low poly environment art for web and mobile, to high poly sculpting for toy prototyping and current gen character art animation, lighting, scripting, and even some level design. Also, I'm learning guitar. Also also, working on clearing out my massive Steam backlog.

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★ <http://www.boylie3d.com>

### GAME CREDITS :

Marine Sharpshooter  
Groove Games - PC

Webkinz  
Ganz Studios - Web

Tail Towns Friends  
Ganz Studios - Facebook

Amazing World  
Ganz Studios - Web/PC

Nakamas  
Ganz Studios - Web

Mazin' Hampsters  
Ganz Studios - Web

Frocket  
Ganz Studios - Mobile

# SKILLS

Studio experience in the use of 3dsMax, Photoshop, Unity, Zbrush.

Strong sense of form, structure and balance in artistic design.

Adept in both high and low poly work for both character and environment / prop art.

Punctual with benchmarks and deadlines.

Able to quickly adapt to new software/workflows.

ZBRUSH

3DSMAX & MAYA

UNITY

PHOTOSHOP

# EXPERIENCE

## SENIOR 3D ARTIST

GANZ STUDIOS WOODBRIDGE, ON

Worked as a 3D generalist - from ultra-low poly environment and character work for mobile and web, to high poly digital sculpting for toy-line prototypes, and everything in between.

As a senior artist, additional responsibilities included training employees, occasionally managing small teams, as well as documenting workflow best standards and practices. Charged with production of all physical toy prototypes, and acted as a liaison between the Art and Marketing departments during these projects.

Responsibilities involved 3d modeling and generation of prototypes via our 3d printer, which I was in charge of.

SEPT 2007 - NOV 2012

## FREELANCE ARTIST

BOYLIE3D.COM TORONTO, ON

Collaborate with clients to create custom 3d art - prop creation for mobile games, architectural visualization, high poly sculpting for prototyping, etc. Clients include mobile game studios, jewellery designers, city planners, as well as several municipalities.

JAN 2008 - PRESENT

## QA TESTER

GROOVE GAMES/BEDLAM GAMES TORONTO, ON

Tested games for stability and playability. Logged bugs in JIRA and followed up with assigned artists to ensure problem areas were addressed in a timely fashion.

FEB 2007 - AUG 2007

# EDUCATION

## ANIMATION ART AND DESIGN

ART INSTITUTE OF TORONTO

Course outline included modeling, rigging, animation, texturing, lighting, compositing, dynamics and MEL scripting

2006

## 2D ART AND ANIMATION

ART INSTITUTE OF TORONTO

Course outline included art and animation techniques needed to become a professional animator

2005

# REFERENCES AND PORTFOLIO

REFERENCES AND PRINT PORTFOLIO AVAILABLE UPON REQUEST

DIGITAL PORTFOLIO AVAILABLE AT [WWW.BOYLIE3D.COM](http://WWW.BOYLIE3D.COM)

LINKEDIN RECOMMENDATIONS AVAILABLE AT [WWW.LINKEDIN.COM/IN/DAVEBOYLE](http://WWW.LINKEDIN.COM/IN/DAVEBOYLE)