

Bob Graff | 3D Artist

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Work Experience

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| Ballena Technologies Inc. / Paciolan: Bothell, WA Lead Environmental Artist / Lead Technical Artist | 2012- Present |
| <ul style="list-style-type: none">▪ Builds stadiums, event centers and environments in 3D▪ Organizes and manages teams to tackle large-scale projects▪ Integrates innovative technology to create new, improved products and platforms, such as:<ul style="list-style-type: none">• Adapting event stadiums into the Unreal Engine to enhance customer experience• Developing Virtual Reality "Concept Centers" for clients to showcase prototypes to potential investors• Converting a 2D ticketing system to an interactive 3D system in Unreal Engine to improve customer experience | |
| Rubatino Manufacturing: Everett, WA Freelance Product Designer | 2016-2021 |
| <ul style="list-style-type: none">▪ Designed cosmetic and structural products and prototypes▪ Built physical products in metal and plastic▪ Programmed and used CNC mill, 3D printers, CNC plasma, MIG welder, etc. | |
| Google: Kirkland, WA Lead Environmental Mapper | 2011 - 2012 |
| <ul style="list-style-type: none">▪ Designed topographical maps and environments▪ Managed team projects | |
| CompuCom - TSG: Redmond, WA Event Technician | 2010 - 2011 |
| <ul style="list-style-type: none">▪ Supported global technical tradeshow▪ Managed technical set up and troubleshooting at conference locations | |
| Clinaero: Bellevue, WA Senior 3D Artist | 2009 - 2010 |
| <ul style="list-style-type: none">▪ 3D Artist and video editor for medical education clips | |
| Sony – Zipper Interactive: Redmond, WA 3D Artist | 2007 - 2008 |
| <ul style="list-style-type: none">▪ Created props and assisted graphic team with artwork | |
| RogueLabs: Everett, WA 3D Artist | 2005 - 2007 |
| <ul style="list-style-type: none">▪ Created 3D models, textures and rigged animated characters/vehicles | |

Education

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| University of Silicon Valley: Sunnyvale, CA Bachelor of Arts in Digital Arts and Animation | 2005 – 2009 |
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Technical Experience

Software: 3D Studio Max, CATIA, Maya, MudBox, Modo, Microsoft Office, Photoshop, Illustrator, Zbrush, Corel: Painter, V-Ray, Substance Painter
3D Modeling: Texture, Character, Animator, Vehicle, Environmental, Technical Rigging
Game Engines: Crytek, Unity, Unreal, Valve SDK, Torque, Havok
Virtual Reality: Oculus Rift, HTC Vive, AR Systems