



Eric Gjertson

3D Artist

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404-493-8390

SOFTWARE EXPERIENCE

Autodesk Maya
Maxon Zbrush
Substance 3D Painter
Substance 3D Designer
Unreal Engine
Marvelous Designer
Blender
Marmoset Toolbag
SketchUp

MILITARY BACKGROUND

Supervisor: (2016-2018)
After four years of service, acquired leadership skills while being responsible for the training and supervision of two other personnel.

Radar Technician (2012-2016)
Operated and maintained multi-million-dollar weapons defense system (FCS).

SUMMARY OF QUALIFICATIONS

3D artist specializing in 3D modeling, procedural and manual texturing, and lighting. Proficient at character and environmental art, stylized and realistic. Experience working in game development and architectural visualization. Additional skills include 3D rigging, animation, and 2D illustration.

WORK EXPERIENCE:

Gjertson Design

May 2024 – July 2024

Architectural Visualizer/ 3D Environment Artist

Fathom 7

May 2022 – October 2023

3D Character/Environment Artist

EDUCATION:

Savannah College of Art and Design: BFA in Animation
Summa Cum Laude

January 2019 – June 2022

Curriculum concentrated on 3D modeling, surfacing, character rigging, visual effects, life drawing, and character design.

CERTIFICATES:

CGMA: Character Creation for Film and Cinematics
October 2023 – December 2023

SKILLS:

3D modeling/sculpting
Rigging
Texturing
Lighting
3D Animation
Digital Illustration