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Tad Langehaug

Objective To work with a talented team of artists and create new and immersive worlds, that provide for a rich visual and gameplay experience.

Primary Tools 3D Studio Max, ZBrush, Photoshop, Unreal Engine

Secondary Tools Maya, Painter, Mudbox, Crazy Bump, Xnormal, After effects, Illustrator

Skills

- Expert low and high polygonal modeling
- Superior unwrapping and texture map layout skills
- Texture creation through painting and/or photo manipulation
- Material creation
- Digital sculpting and retopology
- Understanding of a modular workflow
- Experience working with various game engines/tools
- Conceptual skills and a strong sense of color, value and form
- Willingness to take direction and collaborate with a team
- Extremely punctual

Experience

2009-Present

Emotional Robots Inc.

Game: Warm Gun

- Worked as Lead Artist on an apocalyptic western shooter; running on Unreal Engine 3
- Created high quality 2d and 3d assets for game environments and weapons
- Mentored fellow team members and strived to maintain a cohesive art direction
- Developed a workflow for ensuring optimized assets and game packages
- Grand finalists in the 2009 "*Make Something Unreal*" competition
- Shipped a playable demo

2007-2008

Game: Talon 1-5

- Worked as environment artist on a futuristic Unreal Engine mod
- Collaborated with art director and level designers to ensure high quality and functional assets.

Education

2006–2009

Sierra College

Rocklin, CA.

Associates of Arts degree