

# Don Toledo

## 3D Artist

647.709.1278

dtoledo@gmail.com

<http://dontoledo.weebly.com>

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### **PROFESSIONAL SUMMARY**

- Extensive technical experience as a 3D Character Artist.
- Highly organized, detail-oriented, and strong multi-tasking abilities.
- Performance-driven towards quality design, production, and delivery of digital media.
- Excellent written and communications skills.

### **CAREER HISTORY**

**Lightning Rod Games** – Ontario, Canada

September 2015 to Present

Title: **Art Director**

**Gameloft Toronto** – Toronto, Ontario, Canada

November 2013 to September 2015

Title: **Lead 3D Character Artist**

- Work closely with Lead Artists and Animators to meet production quality and oversee creation of all characters for the project and meet Licensor guidelines.
- Set tasks for staff, review, address, and advise on all feedback for each asset.
- Make calls on feedback priorities that conflict with production progress.
- Bring awareness to the Leads, Producers, and Managers on any foreseeable issues and challenges, and advise on courses of action if applicable.
- Meet with department heads for scheduling and decision-making.
- Focus on creating optimized character models and assets using ZBrush, 3ds Max, and Photoshop.
- Utilize full production pipeline of creating high poly models and sculpts to low poly, rigged, and textured assets for mobile platforms.
- Documented a comprehensive 3D Production Pipeline for Producers, Designers, Artists, and Animators.
- Work with Technical Artist to create and implement guidelines for textures and materials.

**Paragon Studios** – Mountain View, California, USA

December 2011 to October 2012

Title: **Character Artist**

- Worked with Senior Artists and Designers to prepare future assets for use in a MMORPG universe.
- Used ZBrush to sculpt high resolution meshes and transfer the details to low polygon models created in 3ds Max.
- Rigged, unwrapped, and textured character costumes, weapons, accessories, and enemies to be utilized by Designers and players.
- Created and modified shaders and materials per asset, which are dependent on several customization factors used by the players and Designers.
- Ported and propagated character costumes to multiple body types.
- Implemented, tested and debugged each asset into the game system and menus.
- Assisted and trained fellow artists on ZBrush and various efficient techniques to obtain high quality results.

**Ganz Interactive** - Toronto, Ontario, Canada

February 2010 to February 2011

Title: **3D Artist**

- Used 3ds Max and Photoshop to produce high-polygon and low-polygon models, environments, textures, and animations for use in Flash and Unity.
- Utilized ZBrush to create and output detailed normal maps for characters.
- Helped design and create skeleton rigs for characters.
- Organized and documented workflow techniques and methods for Modelers, Animators, and Technical Artists.

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### **CAREER HISTORY (continued)**

**Silicon Knights, Inc.** - St. Catharines, Ontario, Canada

May 2003 to August 2009

Title: **Lead Character Artist**

- Trained and managed a team of up to 8-10 3D Character Artists.
- Communicated art direction and delivered constructive feedback.
- Established the visual and technical standards for character-related art with Art Directors.
- Created and maintained milestone schedules for asset production.
- Defined and documented artistic work-flows from production to implementation.
- Used 3ds Max and ZBrush to model high-resolution models and sculpts.
- Modeled, textured, and rigged low-polygon characters, props, and environment elements with 3ds Max and Photoshop.
- Approved and implemented 3D assets and props.
- Animated and modified motion-capture data for characters.
- Provided technical art support to artists and programmers.
- Performed quality assurance testing for art quality standards and gameplay bugs.

### **GAME CREDITS**

- Disney Magic Kingdoms (2016) - iOS/Android
- City of Heroes: Freedom - PC MMORPG
- Amazing World - Browser-based game using Unity engine
- TailTowns Friends - Browser-based game using Unity engine
- Mazin' Hamsters - Browser-based game using Unity engine
- WebKinz - Browser-based game using Unity engine
- Armin van Buuren - In The Mix (2010) - Nintendo Wii
- Too Human (2008) - XBOX 360
- Metal Gear Solid: The Twin Snakes (2004) - Nintendo Gamecube

### **TECHNICAL SKILLS**

- ZBrush, 3ds Max, Blender, Maya, Topogun, Photoshop, Sketchbook Pro, Mischief, Substance Painter, Substance Designer, Substance B2M, XNormal
- Unity, Unreal Editor 3, Marmoset Toolbag
- JIRA, SVN, Hansoft, Perforce, AlienBrain

### **EDUCATION**

**3D Digital Animation – Maya Certificate**

January 2002 - May 2002

Seneca College

Toronto, Ontario, Canada

**3D for Design and Architectural Professionals Post-Diploma (Honors)**

September 2000 - August 2001

Humber College

Toronto, Ontario, Canada

**3D Modeling and Animation Certificate**

January 2000 - February 2001

Humber College

Toronto, Ontario, Canada

**Computer Programming Diploma**

September 1998 - August 2000

Humber College

Toronto, Ontario, Canada