



CULLEN SWENSON

CHARACTER AND CREATURE ARTIST



CONTACT

EMAIL

swenson.cullen@gmail.com

PHONE

720.383.8044

WEBSITE

www.cullenswenson.com

SOCIAL MEDIA

@cswenson.art

SOFTWARE

Maya

Zbrush

Yeti

Marvelous Designer

Substance Painter

Mari

Nuke

Marmoset Toolbag

Unreal Engine

Adobe Photoshop

Adobe Premiere

Adobe After Effects

Redshift

Vray

SUMMARY OF SKILLS

- **MODELING**
Create film and game ready assets including; organic, hard surface, creatures, characters, costumes, props, grooms, and environments.
- **TEXTURING AND LOOKDEV**
Create photo-realistics textures using procedural and hand-painted workflows.
Experience working in node-based editing softwares.
- **PHOTOGRAPHY & VIDEOGRAPHY**
Film high intensity movement with gimbals and handheld cameras.
Create stunning photos using professional grade lenses and smartphone cameras

EDUCATION

- **Certificate in Digital Production** 2020 - 2022
Gnomon - School of Visual Effects, Games & Animation - Los Angeles
- **Bachelor of Fine Arts, Concentration in Electronic Art** 2015 - 2020
Colorado State University - Fort Collins

EXPERIENCE

- **GNOMON - BEST OF TERM** FALL 2022
Won best of term for the Character Hard Surface Category in Gnomon's Best of Term competition for the Fall 2022 Term.
- **PROJECT TYPHLOTIC** 2022
Character Modeling Lead
Stuck to a production timeline working with other character artists and kept everyone on schedule. Provided critiques, paintovers, feedback, and concept art adjustments in 3D to fit the goals of the project, rigging and FX teams.
- **OUTRUN PARKOUR** 2017-2023
Professional Parkour Coach
Leading groups of adults and youths through challenging physical activities while maintaining safety, fun, and respect.

CULLEN SWENSON

3D Character Artist



CONTACT

EMAIL

swenson.cullen@gmail.com

PHONE

720.383.8044

WEBSITE

www.cullenswenson.com

SOCIAL MEDIA

@cswenson.art



Brandi - A

Created for Vray Maya - Original concept by Wu Shenyou
<https://www.cullenswenson.com/brandi-a>



Azazel

Created for Marmoset Toolbag - Original Character design Peter Mohrbacher
<https://www.cullenswenson.com/azazel>



Emata Special Unit

Created for Vray Maya - Original Concept by Raulski
<https://www.cullenswenson.com/emata-special-unit>

CULLEN SWENSON

3D Character Artist



CONTACT

EMAIL

swenson.cullen@gmail.com

PHONE

720.383.8044

WEBSITE

www.cullenswenson.com

SOCIAL MEDIA

@cswenson.art

REFERENCES

- **JOHN BROWN**
Sculpture Instructor at Gnomon School of VFX & Animation
- John.brown@gnomon.edu
- (323) 804 - 4874
- **STEPHEN ANDERSON**
Lead character modeler at Marvel Studios Animation
- stephen.anderson@gnomon.edu
- **JESSE CLARK**
Owner at Outrun Parkour
- (970) 593-8056