

GABRIEL GARRISON

SENIOR CHARACTER ARTIST

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PROFESSIONAL SUMMARY

Lead and Senior Character and Hard Surface Artist with nearly 30 years of AAA experience creating stylized and realistic weapons, armor, props, mechanical assets and characters for real time games. Expert in high poly to low poly workflows using Z Brush for organic sculpting and 3ds Max for hard surface modeling. Advanced skills in PBR, materials, retopology, UV layout, real time optimization for Unreal Engine. Proven ability to translate 2D concept art into fully realized game ready assets and collaborate across gameplay, animation, VFX and technical art.

CORE COMPETENCIES

Hard surface Modeling, Mechanical and Articulated Assets, Weapons, Armor, Props, High Poly Sculpting, Low Poly Game Ready

Assets, Retopology, Clean Topology, UV Layout and Packing, Texture Baking, Physically Based Render (PBR), Stylized and Realistic Workflows, ZBrush, 3ds Max, Maya, Unreal Engine 5 (UE5) Real time rendering, Optimization, LOD Creation, Shader and Material Setup, Perforce Version Control, Cross Discipline Collaboration

TECHNICAL SKILLS

3D Software: Z Brush, 3ds Max, Maya, Blender

Texturing: Substance Painter, Photoshop, Marmoset Toolbag

Rendering: Unreal Engine 5, Unity, Arnold, V Ray, Key Shot

Production Tools: Perforce, Jira

EXPERIENCE

MICROSOFT/ZENIMAX STUDIOS

Senior Character and Hard Surface Artist

2008-2025 | Hunt Valley, MD

- Created Hard surface assets including armor, weapons, and mechanical props for The Elder Scrolls Online and unannounced project
- Modeled, Textured and Sculpted high quality 3D characters, creatures and armor sets based on concept art or reference materials
- Collaborated closely with animators and technical artists to ensure efficient rigging and clean deformation.
- Maintained topology, material, and pipeline standards; mentored junior artists and reviewed work.
- Integrated assets into Unreal Engine, managing shader setups and real time materials
- Partnered with the art director and game designers to maintain visual consistency across the project.
- Defined believable materials such as skin, fabric, leather and metals
- Built functional, articulated models designed for animation gameplay interaction and performance requirements

FIRAXIS GAMES

Senior Character and Texture Artist

2006-2008 | Hunt Valley, MD

- Modeled, sculpted, and textured stylized characters, props, and hard surface accessories for Civilization: Revolution
 - Created high poly sculpts and optimized low poly assets for console performance targets.
 - Ensured clean topology for animation and deformation ready meshes for animation pipelines.
 - Baked high quality texture maps (normal, roughness, AO, curvature, metallic, etc.)
 - Collaborated with art direction and technical teams to maintain stylized visual consistency.
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ACTIVISION/ LUXOFLUX

Lead Character and Texture Artist

2001-2006 | Santa Monica, CA

- Lead Character Artist for True Crime : Streets of NYC
 - Senior Character Artist for True Crime: Streets of L.A.
 - Modeled , Sculpted and Textured Main Characters based on concept art and prepared for final real time in game integration
 - Developed stylized textures using PBR workflows to fit each title's artistic direction
 - Led optimization initiatives that improved in game performance and load times on console hardware
 - Collaborated cross-discipline with animation, environment, and art direction teams to ensure visual fidelity and consistency
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- **Additional industry Professional experience prior to 2000 includes roles in character modeling, texturing, and 3D production for early console and PC titles available upon request.**

EDUCATION

- Art Institute of Pittsburgh- Associate of Science, Computer Animation

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