

Max Cunningham

1(415)322-5499

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3D Game Artist/VR Game Developer

VR demo Reel: vimeo.com/243386329

3D ART Reel: vimeo.com/243397088

Website: www.maxcunningham.net/

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Work Experience:

Unity 3D Artist/Technical Artist (Feb, 2018-Present)

[Viscira, LLC](#)

- Create 2D and 3D contents. Tasks include texturing, modeling, 3D animation and UI.
- Work closely with Art team and Engineering team to develop new AR products with next-generation technologies. Targeted platforms included Microsoft HoloLens and Apple iPad.
- Provide general 3D art solution for AR apps developed in Unity.
- Contribute to brainstorming, developing ideas to help Designers and Engineering team.

3D Artist, Game Designer, Developer (May, 2017-Feb, 2018)

[Neither One Games](#)

- Created a room scale VR game and released it on Steam and the Oculus store. Game title: "[Hoop Route](#)". Game designed and built for the HTC Vive and Oculus Rift.

3D Modeler and Texture Artist (May, 2017)

[Mitosis Games](#)

- Created 3d character and environment models for a mobile game. Designed efficient polygon and UV map layouts for best performance on mobile platforms. Rigged character models.

VR Mobile Game Developer/Artist (May,2015)

[Oculus Mobile VR Jam 2015](#)

- Game title: "[Little Leaf](#)". Launched in 2015. Targeted hardware: Galaxy Note 4 and Gear VR.
- Designed and developed an experience for the Samsung Gear VR headset. Experimented with storytelling and hands free player interaction in a VR environment.

3D Character Artist-Contract (Nov, 2014 – March 2015)

[Phoenix Age/Kabam](#)

- Game title: "[Guardian Kingdoms](#)". Launched in 2017 by Phoenix One games.
- Prepared 3d character models for animation with basic rig control setups. I took other artist's models for clean-up and polish and then delivered to animators. Also, I created pre-rendered fluid and particle effects for various character weapon sprites.

VR Indie Game Developer/Artist (Aug,2013 – Nov, 2013)

[Self Employed](#)

- Game Title: "[Alone at Sea](#)", aka "Kon Tiki". Platform: Windows PC, Oculus DK1/2.

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-Created a virtual replica of the ocean raft Kon-Tiki. Researched, brainstormed, and created the game design, concept, 3d modeling, texture, and animation. Game built in Unity. Game players can explore the raft and get a sense of being alone in an isolated environment.

VR Game Developer/Artist (May, 2013)

VR Jam 2013 Presented by Oculus VR™ & IndieCade

Game title: "[The Pathway](#)". Platform: Windows PC, Oculus DK1.

-Researched, designed and created an exploration experience for VR with a mysterious theme.

-Created 3D contents, tasks including modeling, texturing and lit a progression of 3d landscapes. Time lines of the creation to publication is 3 weeks.

2D/3D Lead Mobile Game Artist (Nov, 2011 – Oct, 2012)

Cwerki Studios

Game title: "[Min Space Adventure](#)". Launched in 2012 on iOS. Platform: iPhone and iPad.

-Brainstormed visual design with head developer and created art from beginning concepts to marketing graphics.

-Contributed to environment/character concept design and created 3d assets, tasks including modeling, texturing, rigging, and animating.

-Created UI icons and teaser video graphics.

3D Modeler - Intern (Nov, 2010)

Free Range Games

-Created 3D assets for characters and vehicles and props for game. Tasks including modeling, texturing, and unwrapping UVs.

Software:

Unity, Autodesk Maya, Unity, ZBrush, 3d Coat, Adobe Photoshop, Adobe After Effects, Adobe Illustrator. Willing to learn any other software to enhance artwork and game developing.

Hardware:

Microsoft HoloLens, HTC Vive, Oculus Rift, Google Cardboard, Apple iOS –iPad, Android-Samsung Galaxy

Skills:

Game research, Game design, Game product management, Game level design, Game art concept, 2D concept, providing feedback on artwork and polishing, 3D asset creation, including: high/low resolution 3D polygon modeling, UV unwrapping, texture painting, rigging, animation and special effects, UI design, marketing graphics, such as banners, advertising and icons, Motion graphics/teaser video creation.

Education:

Bachelor of Fine Arts. Animation and Visual Effects.
Academy of Art University. San Francisco, CA.

Language: English

Additional info: US Citizen, Bay Area Resident