

# GREG MOSHER

GAME ARTIST

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## WORK EXPERIENCE

- 2015 - 2018 + **HOTHEAD GAMES INC.**  
3D Artist  
Specialized in creating rigging and animating props and vehicles as well as creating and lighting environments.
- 2012 - 2015 + **FRONTIER DEVELOPMENTS**  
3D Artist  
Specialize in creating 3D environments, props and UI work. Also have 2 shipped titles on iOS and PC.
- 2006 - 2012 + **HB STUDIOS**  
Senior Environmental Artist  
Specialize in creating, staging and lighting 3D environments and props. 12 shipped titles on consoles (Xbox 360, PS3, Wii, PSP, PS2)

## EDUCATION

- 2004 - 2006 + **DIGITAL ANIMATION**  
Nova Scotia Community Collage

## REFERENCE

*Avialable on request*

## ABOUT ME

Name: Greg Mosher  
Location: 173 St. Margarets Bay Road  
Halifax, Nova Scotia  
B3N 1J2  
Canada  
Exprience : 13 Years  
Availability: Fulltime

## OBJECTIVE

“ Strongly knowledgeable and innovative 3D Modeler with a superior commercial and artistic success record. Adept at working independently or as part of an animation artistic team. Able to address multiple ongoing projects with full attention to detail and quality.

## SKILLS

