

# SACHA-MIKHAIL ROBERTS

San Diego, CA | sacha@sacharobarts.com | 858-353-4827 | <http://www.sacharobarts.com>

## Experience

### Concept Artist

#### Trion Worlds, Inc. San Diego, CA

2009-Present

*Defiance (2013) Xbox 360, PS3, PC.*

- Concepts for Environments, Props, Vehicles and Characters.
- Responsible for world lighting, weather, color balance, post fx for full Day/Night cycle for all zones as well as Dynamic events.
- Texturing and texture adjustments for Environment and Character assets.
- 3D Art for Environments and playable block-ins for playtesting.
- Terrain R&D.

### Freelance Concept Artist

#### Pasadena, CA

2006-2008

Clients included:

Posthuman Studios, LLC.

- Illustrations for Eclipse Phase pen & paper RPG book.

Cristina Books, LLC.

- Illustrations for educational book about Galapagos Islands wildlife.

### Concept/3D Modeling

#### Half-Life 2 Mod. Pasadena, CA

2005

*Dystopia: A Cyberpunk Game*

- Created Sci-Fi concept art of various characters and props.
- Low poly Modeling using Maya.
- Created UV layouts and textures for in-game models using Photoshop
- Collaborated with a team of eight co-workers to troubleshoot and solve design and gameplay issues.

## SKILLS

Adobe Photoshop

Alias|Wavefront Maya & Mudbox

Pixologic Zbrush

Quixel NDO2

Markers and quick-sketch mediums

Oils and Acrylics

## EDUCATION

#### Art Center College of Design Pasadena, CA

2002-2005

Bachelor of Fine Arts (BFA): Illustration

Gnomon School of Visual Effects

Los Angeles Academy of Figurative Art

Art Institute of Southern California