

Blake Costa

3D Artist and Design

| blakecosta15@gmail.com | 559-759-5518 | Tulare, CA |

SUMMARY

Innovative 3D Modeler with a background in creating detailed, accurate models for class projects. Possess strong skills in using industry-standard software like Maya, ZBrush, and Photoshop, coupled with a solid foundation in rendering game objects in Unreal 5 and lighting techniques which ensure high-quality visual outputs. Excel in time management, adaptability, and communication, ensuring successful collaboration with teams to meet tight deadlines. Utilize creative problem-solving abilities to overcome challenges and deliver exceptional results.

WORK EXPERIENCE

Restaurant Floater

Tulare, CA

Bravo Farms/ Aug 2023 to Current

- Communicated effectively with wait staff regarding patron food allergies and dietary restrictions.
- Maintained clean and orderly appearance throughout kitchen and dining area.
- Prepared variety of foods according to exact instructions and recipe specifications.
- Replenished food items from inventory and rotated ingredients.
- Received and stored food and supplies.
- Maintained cleanliness and organization of line workstations

Shipping and Receiving Associate

Newport Beach, CA

Dicks Sporting Goods/ Jun 2021 to May 2023

- Maintained inventory of shipping materials and supplies.
 - Picked materials from warehouse shelves based on customer orders for shipment preparation.
 - Requisitioned and stored shipping materials and supplies to maintain inventory of stock.
 - Provided customer service support when needed by answering inquiries about orders via phone or email.
 - Inspected products to ensure they met quality standards prior to shipment.
 - Checked customer orders, labeling and documentation prior to shipment to avoid delays.
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EDUCATION AND TRAINING

Bachelor of Game 3D Art And Design: BA

Academy of Art University Expected in May 2026

San Francisco, CA

Physical Education: AA

Reedley College May 2020

Reedley, CA

SKILLS

- 3D modeling
- Texture mapping
- 3D Materials
- Adobe Photoshop
- Blender
- Zbrush
- Unity Game Engine
- Unreal 5 Game Engine
- Autodesk Maya
- Visual Studio C #