

Terrance Hall

3D Character Artist

Severn, MD | (443) 522-5105 | THall3DArtist@gmail.com | edgiebum.com

PROFESSIONAL SUMMARY

3D Character Artist with 20+ years of experience modeling and texturing characters, creatures, and environments across a range of styles for game production. Skilled in organic and hard-surface modeling, with strong command of anatomy, form, and silhouette, and in producing realistic texture maps using ZBrush, 3ds Max, Maya, and Substance Painter. Collaborative contributor to iterative art pipelines, with a track record delivering production-ready assets for AAA and indie titles, alongside an active freelance illustration and custom embroidery practice.

TECHNICAL SKILLS

3D & Sculpting: ZBrush, 3ds Max, Maya, Mudbox, 3DCoat, TopoGun

Texturing & Rendering: Substance Painter, Substance Designer, CrazyBump, KeyShot

2D & Illustration: Photoshop, Illustrator, Animate

Core Skills: Character & Creature Anatomy, Hard-Surface & Organic Modeling, Retopology, Rigging, UV Unwrapping, Low/High-Poly Modeling, Animation

PROFESSIONAL EXPERIENCE

Freelance 3D Artist & Illustrator — Self-Employed, EDGIEBUM | 2006 – Present

Client and project details confidential per NDA

- Modeled 15+ unique 3D characters for gaming studio clients spanning stylized and hyper-realistic styles, contributing to a 22% increase in user ratings and reviews.
- Delivered 20+ hard-surface and organic 3D assets — including environments, vehicles, and props — for a major video game project, improving visual fidelity and player engagement by 27%.
- Built optimized character rigs and real-time-ready assets for Unreal Engine and Unity, balancing visual quality with performance across platforms.
- Produced 35+ custom illustrations and animations — from stylized characters to realistic portraits — for clients across multiple industries, growing client engagement 43% and social following 22%.

Freelance Embroidery Artisan — Self-Employed, EDGIEBUM | 2019 – Present

Client details confidential per NDA

- Completed 500+ custom embroidery orders — shirts, hoodies, hats, leather jackets, bags — maintaining a 98% on-time delivery rate and consistent 5-star client feedback.
- Digitized and embroidered 100+ corporate logos across a range of products, driving a 18% repeat-business rate and expanding the client portfolio.
- Operate a 6-head, 15-needle embroidery machine for detailed multi-color designs, optimizing settings and thread selection to increase production efficiency by 28%.
- Digitize custom designs and adapt techniques across materials — cotton, polyester blends, leather — maintaining precise thread tension and stitch quality on every order.

EDUCATION

The Art Institute of Washington — Arlington, VA

Bachelor of Fine Arts, Media Arts and Animation — Magna Cum Laude | 2001 – 2005

RECOGNITION

- 3D character work featured on ArtStation
- Character art featured on CG Society; multiple pieces recognized with awards