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Objective

I am currently seeking an entry level 3D artist position to design immersive and expanding environments using pipeline techniques and soft skills.

Skills

- Autodesk Maya 2015
- Unity3D 5.4
- Pixologic ZBrush 4R6

- Adobe Photoshop CS6
- Quixel Suite 2.0
- Paint Tool Sai

School Projects

Tele-run, Game Production II
Lead Scripter, Environment Artist
- Constructed 1st person player gun mechanics in C#, allowing players to shoot bullets to particular areas of the environment to teleport.
- Created modular cubes to be assembled together in Unity3D, in which builds the game levels and pick-ups for the player to acquire.

Mohawk in Birdland, Game Production III
Lead Scripter
- Created all player AI, mechanics, and UI in C#; play tested and debugged all scripts during Alpha and Beta stages.
- Used Unity2D to design an easy to read game level and background environment
- Developed and customized an easy to read user interface for a side scrolling platformer.

Outpost 42, Team Project
Lead Scripter, Environment Artist
- Coded in C#, Created 1st person player puzzle mechanics; such as levers, doors, and movable objects
- Designed and constructed realistic modular assets as well as floater assets; which included pillars and torch pillars
- Constructed a gray box game world in Unity3D, scene assembled with final assets during beta stage.

Lights Out, Game Production I
Lead Scripter
- Built puzzle mechanics in C#; which included randomly generated item placement, opening doors, and activating switches.
- Fabricated a believable 3D environment in Unity3D, assembled with realistic assets and lighting.
- Maintained an easily recognizable user Interface for players to navigate

Education

BFA Game Production   Sep 2013 – Aug 2015
International Academy of Design and Technology