

**CARL KENT - 3D ENVIRONMENT  
ARTIST**

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Contact: [carlkent94@gmail.com](mailto:carlkent94@gmail.com)

Portfolio: [www.carlkent.com](http://www.carlkent.com)

**PROFILE:** I'm a Passionate & Dedicated 3D Artist who Specializing in Environments, Props & Weapons for Games. I have 3 years professional experience in the Industry and have worked on 2 published titles so far. I'm looking for a Full Time Job in Australia or Overseas

**TECHNICAL SKILLS:**

- High to Low poly modeling & baking expertise
- Expertise in both next-gen & mobile-spec asset creation.
- Painting & Sculpting proficient
- Creating Photo-realistic PBR, Hand-drawn & Stylized Textures
- Proficient working with Unity & CryEngine
- Game Engine Optimization, Physics Proxies, LOD's & Material Setup

**SOFTWARE  
KNOWLEDGE:**

Autodesk Maya  
ZBrush  
Photoshop

Substance Painter  
Unity  
World Machine

nDo 2 & dDo  
CryEngine  
Marmoset Toolbag

**PROFESSIONAL  
EXPERIENCE:**

March 2014 – Present

Environment Artist - Miscreated

My Role includes the creation of Environmental Assets such as Structures, Props, Player Items, Weapons & Foliage for the Game [Miscreated](#)

**AWARDS/ ACHIEVEMENTS:**

January 2015 – Flame Run ([iOS](#) & [Android](#))

Developed & published a mobile app called Flame Run. I started the project & created all the art

November 2013 - [Post Apocalyptic Ak47](#)

1st Place in Prop Category of the [Construct3D](#) Competition.

Sponsored by Quixel, Marmoset, SketchFab, AiE & Judged by Dave Fletcher – Sony Studios

**EDUCATION:**

January 2012 - December 2013

[Academy of Interactive Entertainment \(AIE\)](#) - Melbourne, Australia

Advanced Diploma of Professional Game Development

Specializing in Game Design & Production - Awarded December 2013

**REFERENCES:** Available upon request.