

# JUSTIN HRALA

## 3D ENVIRONMENT / PROP ARTIST

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### SKILLS

- 3ds Max
- Mudbox
- Unreal Engine 4
- Drawing / Painting
- Maya
- ZBrush
- Unity 5
- SCRUM / Agile
- Photoshop
- Substance Suite
- Physically Based Rendering
- MS Office Suite

### GAME DEV EXPERIENCE

#### Monolith Productions

Associate World Artist (Contract) | 5 months, November 2016 – March 2017

- Optimized and kitbashed existing in-game assets and handled database entries for the ***Middle-Earth: Shadow of War*** user-interface.
- Modified textures for UI assets to adhere to strict performance metrics.
- Participated in gameplay sessions to find bugs and performance issues.



#### Happy Muffin Top / Balanced Media Technology

Previs / 3D Artist (Contract) | 9 months, June 2015 – March 2016

- Created visual and gameplay designs for an ***unannounced 3D game project***.
- Developed over 20 different style guides to present visual cues to outsourced artists.
- Co-developed key environment, character, gameplay and story elements with designers.



#### Shiver Entertainment

Game Artist (Contract) | 3 months, May 2014 – August 2014

- Worked with designers and programmers to develop a system to generate 2500 unique decals for an unreleased title, ***Beasts vs Bots***.
- Created altered states for multiple assets while adhering to end-product parameters.
- Utilized novice MaxScript experience to develop tools to maximize asset export preparation time.



#### Playful Corp

Texture Artist (Contract) | 2 weeks, March 2014

- Hand-painted various weapon and prop textures for their game ***CreatiVerse***.
- Full-time, completed between SMU Guildhall semesters.



#### eGenesis

3D Artist (Intern) | 6 months, February 2005 – August 2005

- Created environment and character assets for the game ***A Tale in the Desert***; part-time.

### ACADEMIC GAME PROJECTS

#### "Project Island" (RTS Survival)

Art Lead / 3D Artist | 7 months, October 2013 – May 2014

- Successfully led 4 artists, each with their own specialty, on a team of 14 student-developers to establish a collaborative environment and an effective modular pipeline utilizing dozens of assets to meet game design needs.
- Collaborated with design lead to establish an Art Style Guide to ensure visual continuity and cohesiveness and provided necessary feedback to artists.
- Created concepts and meshes for key assets, including characters, enemies, and various props.

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### “SteamDrunk” (FPS CTF Mod)

Art Lead / 3D Artist | 4 months, June 2013 – October 2013

- Successfully led 2 artists on a team of 7 student-developers.
  - Developed a visual style to work within the constraints and scope of the project.
  - Created player meshes and various environment assets while working with designers to ensure aesthetic continuity.
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### “Sorrow” (2D Platformer)

2D Artist | 2 months, March 2013 – May 2013

- Hand-painted over 20 sprite sheets and 30 unique visual assets.
- Alongside designers, established the look and feel of the game.
- Assisted in design decisions, notably player abilities, environmental puzzles and story development.

## MILITARY EXPERIENCE

### US Army (Active)

Human Resources Sergeant | 3 years, August 2008 – August 2011

- Minimal supervision; successfully prepared, processed and tracked various personnel actions, to include awards, evaluations, transfers, and accountability.
  - Advised peers and superiors, managed databases, and kept up-to-date information on all personnel issues for 100+ soldier battalion with subordinate units located in five states. Awarded Army Commendation Medal.
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### US Army (Reserve)

Administrative Specialist | 6+ years, January 2002 – August 2008

- Assisted full time staff during Battle Assembly weekends with reports, training, and supply transfers.
- Led soldiers during yearly Annual Training events. Awarded Army Achievement Medal.
- Deployed in support of **Operation Iraqi Freedom** from December 2003 to January 2005 as a radio communications operator and administrative specialist. Awarded Army Commendation Medal.

## EDUCATION

- Master of Interactive Technology in Digital Game Development, Specializing in Art Creation  
The Guildhall at Southern Methodist University, 2014.