

Spenser Morgan

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SUMMARY

College graduate with several years of 3D modeling experience. Proficient in creating aesthetically pleasing models with efficient topology. Eager to work with an enthusiastic team of artists.

SKILLS

- 3D Modeling: Low/High res (Organic and Hard surface)
- Texture Painting: PBR & Hand painted
- Designing appealing characters
- 3D Animation
- Lighting and Rendering

EDUCATION

Bachelor of Science in Digital Media with Focus on Animation - Cum Laude

East Tennessee State University, TN2014

ACADEMIC PROJECTS OVERVIEW

Ball Hall- UDK Building Recreation

- Project manager
- Recreated campus building in UDK using blueprints
- Lighting and object placement
- Model and texture creation

Gunslinger of Justice- Browser Game

- Project manager
- Created all art assets
- Assisted with coding

Advanced Animation Course

- Animated characters for use in UDK3
- Created cinematic character animations

Hero of the Multiverse - Browser Game

- Created all art assets and coding

WORK HISTORY

Camera Operator

KHBS-KHOG 40/29, Rogers, AR2015-2016

Sales Associate

Wal-Mart, Bentonville, AR2005-2013

SOFTWARE

- Autodesk Maya
- Photoshop
- After Effects
- Quixel Suite
- Microsoft Powerpoint
- Zbrush
- Substance Painter
- UDK
- Premiere
- Microsoft Excel
- Autodesk 3D Studio Max
- Illustrator
- Crazy Bump
- Microsoft Word