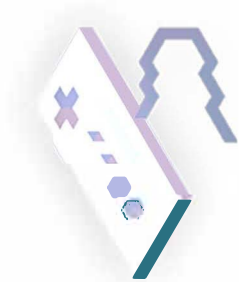


RENEE NEJO



LEAD UNITY ARTIST

PORTFOLIO
reneenejo.Artstation.com
reneenejo.com

ReneeNejo@gmail.com
602.930.1822

VOLUNTEER

- IGDA Colorado
Board of Directors
- GDC Women In Games
Ambassadors Organizer
- Avid Mentor for at-Risk Youth
Thomas Jefferson High
- Mesa Grand Band of Mission
Indians Tribal Member

SUMMARY

Lead artist with a background focus in 3D, Level Design and world building. Has pre-production experience as well as leading small teams of multi-discipline artists. Is always looking for ways to grow and hone the art pipeline and leadership motivational strategies.

TITLES

Scale	scale-game.com
Blood Quantum	bloodquantumgame.com
Ever Jane	everjane.com
Gravity Ghost	gravityghost.com
Gemology	nintendo.com/games/detail/gemology-wii-u

WORK EXPERIENCE

Bellevue College Bellevue, WA
Professor of Game Design January 2014 - Present
Design and Execute Game Design Curriculum
Prepare Students for professional Game Design
Introduce and Execute User testing and Creative Problem Solving

Freelance Game Art Denver, CO
Art Generalist - Unity January 2014 – Present
Concept sketches/digital paintings - Photoshop
3D Mesh creation - 3DS Max
Character/creature Rigging for Unity's Mecanim - Maya
Stylized texture painting and IBL Shader/Material Creation
Asset Optimization for game integration

3 Turn Productions Denver, CO
Lead Artist, Sep 2012 - Jan 2017
Concept painting for Building and Character models
3D Mesh creation both modular and unique
Character Rigging for Unity's Mecanim
Character customization
Stylized texture painting
IBL Shader/Material Creation
Asset Optimization for game integration

Orcutt|Winslow Phoenix, AZ
3D Graphics Artist Intern (paid), May 2012 – Sep 2012
Creating 3D renderings and animations. - Cinema 4D
Creating 3D models of building and environments,
Setting up textures and lighting,