



# Austin Labarbera

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## Experience

JULY 2017 – PRESENT

### 3D Digital Artist | Oshkosh Corporation

- Retopologize engineer models to be utilized in an interactive Unity environment
- Work closely with Industrial Designers to create polygonal models for vehicle concepting
- Created a uniform material library for various software platforms such as V-Ray and Unity
- Assisted co-workers with the transition from 3DS Max to Maya

AUGUST 2015 – DECEMBER 2016

### 3D Environment & Texture Artist | College Capstone Project (Indian River State College)

- Led a team of 4 other students in the creation of an online FPS game
  - Served as project lead, 3D modeler, and texture artist
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## Skills

- 3D Modeling
- Hand-Painted & PBR Texturing
- Texture-Baking (High to Low-poly)
- Modular Workflow

## Software

- Maya
  - ZBrush
  - Photoshop
  - Substance Designer
  - 3D Coat
  - Unity Engine
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## Education

DECEMBER 2016

### Bachelor of Applied Science in Digital Media: Animation, Gaming, and Modeling | Indian River State College

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## Awards & Recognitions

2017

### 2017 Annual Award for Low Poly Modeling | Oshkosh Corporation Vehicle Concepts Team

2016 & 2013

### 1<sup>st</sup> Place in Video Games | IRSC Digital Media Exhibition