

# JACOB WHEAT

## ENVIRONMENT ARTIST

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## SUMMARY

Passionate game artist who enjoys creating stylized hand-painted assets and environments that convey a story. Collaborates well in a team setting and integrates into pipelines with ease. Forges game art with the most current generation techniques and programs and constantly looks to sharpen skills.

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## INDUSTRY EXPERIENCE

July 2017 - November 2017      3D Artist - AppVant Garde Studios (Freelance)

- Created concepts, models, textures, and lighting for an upcoming mobile game
- Designed fun and exciting levels within the project
- Built high-quality materials and lighting within Unity3D

May 2017 - August 2017      Texture Painting & Sculpting Intern - Full Sail University

- Closely studied stylized modeling and texturing under Course Director Stephen Forsyth
- Sought feedback and promptly implemented changes
- Taught students hand painting techniques for current-gen games

April 2017 - May 2017      Environment Artist - Dysfunctional Games

- Created concepts, models, and textures for an arcade style game
- Troubleshoot already existing assets, fixing geometry and texture issues
- Worked closely with programmers to make game-ready assets for Unity3D

March 2017 - April 2017      Environment Artist - Team Lab Heist

- Created concepts and themes for a stylized stealth game
- Modeled and textured environment props with Maya and 3D-Coat
- Collaborated with programmers making game-ready assets for Unreal Engine 4

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## SKILLS

Stylized Prop Modeling  
Hand Painted Textures  
Lighting

Environment Building  
PBR Texturing  
Creative Collaboration

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## PROGRAMS

Autodesk Maya  
3D-Coat  
Unreal Engine

Photoshop  
ZBrush  
Substance Painter + Designer

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## EDUCATION

Bachelor of Science, Game Art, Full Sail University, Winter Park, FL, May 2017

- Blizzard student art contest entry showcased on Unreal Engine's instagram page
- Student projects now used by instructor as example for game art students

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