

# Conrad Fay - 3D Artist

conrad.p.fay@gmail.com

(925)324-0865

conradfay.com

---

**EDUCATION**      **University of California at Davis - Davis, CA**  
BSc. Computer Science      Sep 2011 - Dec 2015

**EXPERIENCE**      **Senior Game Artist**  
*Babeltime US*      June 2018 - Present  
Worked on developing style and assets for Frost Hockey, a 3D air-hockey game. Made realtime models optimized for mobile, and high quality models for marketing material. Also continuing to develop styles for future game pitches.

**Game Artist**  
*Babeltime US*      April 2017 - June 2018  
Worked on animation and VFX for Realm Defense, a mobile tower defense game. Used Spine, Adobe Flash and Unity to make animations/vfx related to units and abilities. Also worked on developing styles for future 3D game, some translating the Realm Defense 2D style into 3D, and some working on entirely new styles.

**3D Artist - Onsite Contractor**  
*Babeltime US*      Dec 2016 - April 2017  
Hired to iterate on art style for a 3D mobile game. Created a vertical slice of an environment and characters to give an art pitch. Assets were low-poly, stylized and colorful to ensure readability on mobile. Demonstrated and practiced skills in modeling, sculpting, texturing and concepting.

**Artist for Mind the Traps**  
*Dissonance Entertainment - Remote*      Dec 2015 - Dec 2016  
Solo artist for Mind the Traps with two other team members at Dissonance Entertainment. Create stylized PBR assets for Unreal Engine 4. Worked on in-game 3D assets, VFX and UI. Mind the Traps won Best Multiplayer and was a nominee for Best Game Design at Casual Connect 2016 was greenlit on Steam.

**Game Development Club Founder & Chair**  
*UC Davis - Davis, CA*      Feb 2014 - Jun 2015  
Founded, promoted and organized the game development club at UC Davis. Planned and led events such as workshops, game jams, and demo days.

## SKILLS

### Software

- Maya
- Blender
- ZBrush
- Substance Painter/Designer
- 3DCoat
- Unreal Engine 4
- Unity3D
- Adobe Photoshop
- Perforce/Git
- Spine
- Adobe Flash

### Skills

- Digital sculpting
- Hard surface modeling
- Retopology
- Rigging
- Animating
- PBR texturing
- Hand-painted texturing
- Texture baking
- Drawing and digital painting