



Austin Crane

3D Artist

Los Angeles, California

Profile

I'm a 3D artist, who has worked on many projects including, Call of Duty Modern Warfare Remastered, Black Ops 3, Black Ops 4, Infinite Warfare, Blood and Truth (PSVR), Spiderman PS4, RAGE 2, and 2 Unannounced Projects. I look forward to working on exciting new projects.

Experience

3D Artist RYZIN ART

Apr 2017 – Present

Greater Los Angeles Area

Made several weapons and vehicles + others at this art house.

Freelance 3D Artist, Self-employed

Feb 2009 – 2017 Orlando, Florida Area

3D Artist, Generalist, Developer (C#)

3D Generalist Squigglybit

Apr 2015 – Dec 2016

Kansas City, Missouri Area

Project lead for mobile game development project.

Graphics Designer Prime Elements

Sep 2013 – Nov 2015

Contact

me@austincrane.us

Projects

Rage 2

Vehicle/Mech Artist

Black Ops 4

Weapons Artist

COD Infinite Warfare (DLC)

Weapons Artist

Blood & Truth

Weapons Artist

COD 4 Remastered (DLC)

Weapons Artist

Black Ops 3 (DLC)

Weapons Artist

Spider-Man PS4

3D Artist

NVIDIA

General 3D Artist

Education

Full Sail University

Game Art / Design Bachelors
2014 – 2017

Game Asset Creation

Carthage Technical College

2010 – 2013

3d Art, c# programming.