

ALINA GODFREY

3D Games Environment Artist

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Portfolio: <https://alinagodfrey.com/>

PROFILE Creative, resourceful 3D environment artist with strong modeling and texturing skills. If you're looking for a technically-minded artist who's passionate about delivering game-ready assets, I'd be a great fit. I'm a positive team player with leadership experience, a quick learner, and someone who loves building beautiful interactive worlds.

EXPERIENCE Freelance Artist & Designer, Kestrel Creative (self-employed) Feb 2013 - present

Work with informal game dev groups to bring their vision to life

- Currently working with 2 teams to build environment props for upcoming games
- Model and texture assets, present for review
- Provide guidance on building shader setups in engine
- Collaborate with game designers and other artists to ensure assets further the game vision
- Previously as a designer, I...
 - Created brand identities, illustrations, artwork, and marketing materials for local businesses
 - Delivered splash screens, wireframes, and other app UI components
 - Created technical illustrations to explain industrial systems

Environment art training (CGMA and self-taught) May 2017 - present

Full-time 3D art training to learn & practice game art workflow. My high levels of motivation and self-discipline have helped me consistently go above & beyond assignment requirements to deliver awesome finished pieces.

- Create clean low and high poly models using Maya and Zbrush
- Texture props in Substance Painter using a PBR workflow
- Author new materials in Substance Designer
- Create basic and advanced shaders in Unreal Engine 4
- Communicate ideas by rendering in iRay and Marmoset Toolbag, creating model sheets
- Build and light levels in Unreal Engine 4

Product Manager, Cozi & new products (Time, Inc.) June 2015 - Feb 2018

Delivered delightful user experiences for flagship Family Organizer product. Grew engagement across mobile and web platforms. This position blended product management, marketing & design.

- Set product vision and strategy, socialized throughout company
- Wrote requirements and user stories for tickets, managed JIRA board and specs
- Created landing pages to A/B test value proposition, brand names, and product information
- Played key role in complete UI redesign, owned visual redesign including colors, layout, and typography
- Increased 1-month new user retention by 20% year over year

Industrial Designer (McConkey Company) June 2011 - June 2015

Designed new products that were picked up at national chains including Lowes, Home Depot, and Costco.

- Prepared sketches, created 3D models and lifestyle renders; built decks and sell sheets to communicate designs
- Designed and pitched new products for national retail programs
- Worked closely with sales, engineering, leadership, and marketing teams to bring new product designs to market
- Monitored trends in shape, color, and texture; designed plant containers complementary to modern home decor
- Produced all branding & marketing materials, including ads, emails, web content, and more

EDUCATION

BFA,
Industrial Design

University of Washington
2011 - 3.8 GPA

Certificate,
Natural Science Illustration

University of Washington
2011

3D art courses,
Environment Art for Games

CG Master Academy
2018

EXPERTISE SUMMARY

Key Skills

- UV mapping & texturing
- PBR workflow
- High to low poly baking
- Sculpting and modeling foliage
- Building clean models
- Material authoring
- Working with direction from Art Director
- Delivering assets in line with creative vision

Program Expertise

- Autodesk Maya
- Unreal Engine 4
- Marmoset Toolbag
- Substance Painter
- Substance Designer
- SpeedTree
- Photoshop
- Zbrush