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.

INDUSTRY EXPERIENCE

May 2018 - Current — Environment Artist (Freelance)- Brimstone Brawlers
- Create concepts, models, and textures to fill environments in an upcoming Steam game
- Design assets in a stylized PBR fashion using current generation techniques
- Setup models and materials in Unreal Engine

July 2017 - November 2017 — 3D Artist - AppVant Garde Studios
- 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

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

SKILLS

Stylized Prop Modeling	Environment Building
Hand Painted Textures	PBR Texturing
Lighting	Creative Collaboration

PROGRAMS

Autodesk Maya	Photoshop
3D-Coat Unreal Engine	ZBrush
	Substance Painter+ Designer

EDUCATION

May 2017 — Bachelor of Science, Game Art, Full Sail University, Winter Park, FL
- Blizzard student art contest entry showcased on Unreal Engine's Instagram page
- Student projects now used by instructor as example for game art students