steventurner3d.com - 909.210.4372 - steventurner3d@gmail.com

STEVEN M TURNER

Environment and Props Modeler

People have told me that I have an "old soul" and I would have to agree. However, I enjoy taking inspiration from modern designs in my work and blending the two styles together. I have a love for Oldies, Funk, and Smooth Jazz music as well as playing the alto and soprano saxophones.

I am a recent graduate from Gnomon School of Visual Effects after completing the 2 Year - Games Track program. Initially self taught, I have been learning how to model and texture in 3d for over 8 years. I am always striving to improve my skills and I see this continuing into the forseeable future.

EDUCATION

Gnomon School of Visual Effects — Fall 2016 - Summer 2018
Games Track - 2 Year Program

Cal Poly Pomona — 2012 - 2015
Graphic Design

PREVIOUS CLASS FINAL ACHIEVEMENTS

Level Design

I created an apartment in VR using Unreal that had multiple interactive assets. The most technically challenging part was creating a sound system that, when activated, would utilize multiple UI buttons for you to choose a song to play. In addition, the appropriate music video would begin playing on the television. I also implemented a blueprint for a remote control which would cycle through each song in order. In addition to the music, I had chairs, bananas, oranges and more which all had the ability to be picked up and thrown around the apartment.

TECHNICAL SKILLS

Modeling PBR texturing Lighting
Compositing Woodworking

SOFTWARE EXPERTISE

Maya Blender Substance Painter/Designer Mari
Adobe Photoshop/Illustrator ZBrush Keyshot
Speedtree World Machine Unreal Engine 4
Marmoset Toolbag CrazyBump Motion Builder

AWARDS

Featured in Cal Poly Pomona Student Art Gallery 2015
Featured in Gnomon Student Gallery 2018
Top 3 “Best Effects Project in Class” - VFX For Games 1