

# Lauren W

## 3D Generalist and Concept Artist

An inspired and passionate artist working in the video game industry for 3 years and recently plunging into freelance work. Most of my skill sets revolve around designing and modeling props, weapons, vehicles and creatures. I also dabbled quite a bit into illustration and visual marketing. Most projects hire my skill-sets for my 3D modeling asset production or concept work.

✉ laurenedenwest@gmail.com

📍 Mississauga, Canada

🌐 linkedin.com/in/laurenedenwest

📞 2894004905

🌐 eden-west.artstation.com/

📷 instagram.com/eden\_west

## WORK EXPERIENCE

### Concept Artist

#### Cellarius - Consensys

05/2018 – 07/2018

New York City, US

Trans-media Cyberpunk Franchise that leverages on block chain technology.

##### Achievements/Tasks

- Discussed with the art team what was desired for their final product.
- Produced initial sketches to build a strong design set up for what they had in mind.
- Created two fully rendered illustrations. [🔗](#)

### 3D Generalist/Concept Artist

#### Dreamsail Games

07/2015 – 01/2018

New York City, US

Indie video game studio developing VR and non-VR multiplayer games for multiple platforms.

##### Achievements/Tasks

- Created rough base meshes of models for the bare bones skeleton of the project.
- Continued to help with producing weapon and item asset production while implementing it into Unreal.
- Assisted in continual polish of the game's prototype while helping in polishing game assets and producing more props. [🔗](#)

### Concept Artist

#### Zymo Entertainment

04/2014 – 07/2014

Green Bay, US

Creates digital products for mobile apps.

##### Achievements/Tasks

- Worked with the team through email to acquire the ideas and concepts they wanted to create for their conceptual prop work.
- Painted roughs of game assets that were specialized for certain levels and modes.
- Created final quick renditions of the final concepts that would be moved over to the 3D pipeline. [🔗](#)

## PROJECTS AND PUBLISHED WORKS

### Gunfights & Gamblin' (08/2018 – Present)

- Helped in illustrating a cover for a physical board game box.

### Cellarius (05/2018 – Present)

- Assisted in creating conceptual work of their AI and robotic characters.

### The Iota Project (04/2017 – 09/2017)

- Produced many art assets for the city, environment, weapons and items in the game.

### Blade Ballet (11/2015 – 08/2016)

- Created many of the character models, helped with the environments and assisted with concept development.

## SKILLS

Conceptual Art

Sketching

Illustration

Digital Painting

High-poly Modeling

Low-poly Modeling

Texturing

Baking

UV Mapping

PBR

Rendering

Game Engine Knowledge

## EDUCATION

### 3D Modeling for Video games

#### Uartsy

05/2014 – 01/2015

Online Course

##### Courses

- 3D modeling pipeline production for video games.

### Bachelors of Technical and Scientific Illustration

#### Sheridan College

09/2010 – 05/2014

Oakville, Canada

##### Courses

- Technical art and Illustration.

## TECHNICAL SKILLS

### Programs

Maya, 3Dsmax, Zbrush, Blender, Photoshop, Illustrator, Substance Painter, Marmoset TB, Unreal, Unity.

## SOFT SKILLS

Strong Work Ethics

Positive Attitude

Good Listener

Note Taker

Organized

Communicative

Problem Solver

Flexible/Adaptable

Social Media Marketing

## INTERESTS

☕ Coffee

🏃 Staying healthy

🐾 Animals/Creatures

🎮 Video games/Retro games/Cultural shifts

🎨 Personal projects

🎭 The arts and art communities