

RJ Young "Montana"

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Experience

Microsoft User Research (Play Tester) Game testing working directly with Microsoft	2017-Present
Staples (Inventory Specialist) Inventory and operations management	2014-Present
Freelance 3D Artist Creating 3D art for clients on a freelance basis	2014-Present
Cerberus Computing (Remote IT Technician) Residential and business computer repair	2011-2013

Education

FuturePoly Digital Modeling & Sculpting	2015-2016
Gnomon School of Visual Effects Entertainment Design & Digital Production	2013-2014

Skills

General Skills

- Environment Art
- High-poly modeling
- PBR Texturing
- Sculpting
- Lighting
- Environment Design
- Rendering
- Hard Surface Modeling
- Low-poly modeling
- Stylized Texturing
- Terrain
- Compositing
- Level Design
- Matte Painting

Software

- Maya (10+ years)
- 3DS Max (10+ years)
- Zbrush (5+ years)
- Quixel Suite (4 years)
- Substance Designer (3 years)
- Substance Painter (4 years)
- Houdini (2 years)
- Marmoset Toolbag (4 years)
- World Machine (4 years)
- AutoCAD (2 years)
- Unreal Engine (5+ years)
- CryEngine (3 years)
- Unity 3D (3 years)
- MentalRay/Vray (5+ years)
- Photoshop (5+ years)
- Illustrator (5+ years)
- After Effects (3 years)
- Premiere Pro (3 years)
- Microsoft Office Suite (10+ years)
- Fusion 360 (2 years)

Coding Languages

- Java (8 years)
- C# (4 years)

Current Projects

Microsoft User Research

I am currently a play tester for the Microsoft User Research Panels. While gratuity is offered, this is a non-employment opportunity to work on-campus directly with Microsoft and the game development teams to playtest upcoming games and provide meaningful feedback. I have had the opportunity to play some great upcoming titles. This has been an amazing experience and it has been great to work with Microsoft.

Project: Contingency

I am currently an environment and hard surface artist on the team creating Project: Contingency, a fan made Halo game using Unreal Engine. As part of the team, I am primarily an environment artist specializing in Forerunner architecture and design. I am also responsible for low and high poly hard surface modeling on certain weapons. I am involved in all steps of asset creation, from high and low poly modeling, to normal map baking and final texturing.

Along with being an artist, I am part of the testing team. This weekly process allows us to find bugs in the functionality and mechanics of our most recent build. It allows the refinement of existing maps and makes room for new ideas. Key engagement areas are identified along with any possible choke points. The layout and environment are then polished to provide a smoother game experience.