JACOB WHEAT

ENVIRONMENT ARTIST

www.jacobwheatga.com
jdwheatga@gmail.com
712.454.4716

SUMMARY

Passionate game artist who loves creating stylized hand-painted assets and environments that tell a story. Collaborates well in a team setting and is always willing to learn. Forges game art with the most current generation techniques and programs and constantly looks for ways to improve.

INDUSTRY EXPERIENCE

May 2018 - Current — Environment Artist (Freelance) - Ategig
- Design optimized 3D assets with stylized PBR materials for the Steam game Brimstone Brawlers
- Collaborate closely with the team lead to make levels come to life with fun, high-quality props
- Create working materials and lighting for models inside of Unreal Engine 4

July 2017 - November 2017 — 3D Artist (Freelance) - AppVant Garde Studios
- Created stylized models and hand-painted textures for an unreleased mobile game
- Worked inside a set art style and adapted to guidelines set by the team
- Created lighting solutions to fit the standards of mobile games inside Unity

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	ZBrush
Unreal Engine	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 and current work now used by instructor as example for game art students