

RJ Young "Montana"

Redmond, Washington

(406) 465-7848

RJ.Montana.Young@Gmail.com

www.montana-3d.com

www.artstation.com/montana

www.linkedin.com/in/robertrjyoung

-
- Hard working, passionate, driven, detail oriented
 - Excited to get started and hungry to prove myself
-

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
- Photogrammetry
- 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.