

Austin Schut

3D Character Artist

(616)443-4203

austinschut@gmail.com

austinschut.com

artstation.com/austinschut

Professional Experience

Hi-Rez Studios

3D Character Artist - May 2017-Present

- Smite
 - Created skins for Smite, high poly to low poly, from sculpt to final texture/material treatments. Created material trees in Unreal and generated proxy meshes used for rigging. Participated in weekly critique sessions with the Art Director and other Character artists. Gave and received feedback with fellow artists as well as collaborating with other art disciplines.
- Paladins (Currently)
 - Created skins and champions for Paladins, high poly to low poly, from sculpt to final texture/material treatments. Generated proxy meshes used for rigging as well as scale tests for champions. Assisted in the implementation of in-house tools from Smite into the Paladins pipeline. Helped tech art fix shader bugs within our master material to help with material treatments on future characters/skins. Participated in feedback sessions and meetings with the Art Director, Lead Character Artist, and other artists.

Reset Studios

3D Artist - May 2016-January 2017

- Steven Universe Tap Together
 - Worked in pre-production for the mobile team on a tapper-style idle game. Explored styles and presentations for character models to be shown in game to pitch to multiple clients. Created sculpts as well as animation ready models to be used in sprite sheets for the game.

Education

Ferris State University

B.A.S. Digital Animation and Game Design - 2014-2017

Software Proficiency

- 3DS Max
- Maya
- Zbrush
- Modo
- Photoshop
- Substance Painter
- 3D Coat
- Marmoset Toolbag
- Unreal Engine 3
- Unreal Engine 4
- Perforce