

DYLAN BURRELL

ENVIRONMENT ARTIST

dburrell@mica.edu

607-316-8433

DYLANBURRELL.COM

SKILLS

Technical

- PBR texturing in **Substance Painter**, **Designer** and the **Quixel Suite**.
- High to low poly modeling and baking in **Maya**, **Zbrush**, and **Marmoset**.
- Environment creation, lighting and shaders in **Unreal Engine 4**.
- Source control using **Perforce** and **Git**.

Artistic

- Strong understanding of modern work flows for game asset creation.
- Focus on color, detail and silhouette in all assets.
- Skilled in using lighting and composition.
- Strong art skills in traditional media.
- Adaptable team player

EXPERIENCE

MPLEX VR

2018-Present

CORE DISRUPTION – Environment Artist/ 3D Generalist

- Created environments for the multi player maps and cinematics.
- Responsible for level layout, design and lighting.
- Designed, modeled and textured both architectural and natural assets.
- Worked with game designers to design, model and texture vehicle cockpits to ensure they were both functional and beautiful.
- Created various environment shaders in UE4.
- Created textures and smart materials in substance painter to be given to vehicle artists.

College Project

2016

The Penrose Door – Environment Artist/ Lighting Artist

- Created a modular asset kit for our level designers.
- Prepared assets for in engine use. Along with remeshing and texturing.
- Lit levels focusing on balancing aesthetic considerations with creating a space that was fun to play in.

EDUCATION

Maryland Institute College of Art (MICA)

2014-2018

- BFA Interactive Arts

CG Master Academy

2016-2018

- Intro to Environment Art, Modular Environments in UE4, Organic World Building, Foliage for Games, Props and Weapons for Games.