

# Austin Labarbera

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## Skills

- Low/High Poly Modeling
- PBR Workflow
- Procedural & Hand-Painted Texturing
- Texture Baking
- Lighting & Post-Processing
- Modular Level Design
- Photogrammetry

## Software

- Maya
- 3ds Max
- Unity 3D
- Substance Designer
- Substance Painter
- ZBrush
- Photoshop
- 3D-Coat

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## Experience

JULY 2017 – MAY 2019

### 3D Digital Artist | Oshkosh Corporation

- Established the 3D asset pipeline for interactive applications in Unity 3D
- Introduced Substance & Maya to the pipeline
- Optimized/retopologized models from existing CAD geometry to be used in game engines
- Built, textured, lit, and post-processed environments for VR, desktop, and mobile applications
- Created a large terrain to be used on a simulator built in a proprietary engine
- Mentored interns and other artists on high to low-poly asset creation
- Developed using a Git repository (Sourcetree)
- Wrote extensive documentation on pipeline integration and general best practices

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## Education

2016

**Bachelor of Applied Science in Digital Media: Animation, Gaming, and Modeling** |  
Indian River State College

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## Awards & Recognitions

2018 & 2017

**2018 Annual Award** for 3D & Materials Art | **2017 Annual Award** for Low Poly Modeling | **Oshkosh Corporation** Vehicle Concepts Team

2016 & 2013

**1<sup>st</sup> Place** in Video Games | **IRSC** Digital Media Exhibition