

# Frank Rell

## Game Artist | Designer

---

### Contact

www.Frankrell.com  
Frank1Rell@Gmail.com  
Cleveland, Ohio  
(Available for Relocation)  
216-612-8328

### Education

Bachelor of Science in Game Design  
Full Sail University Online  
2012 – 2014 | Orlando, FL

### Core Skillset

3DS Max  
Photoshop  
Substance Designer  
Substance Painter  
Unreal Engine 3/4  
Source Engine  
Tortoise SVN  
Perforce

### Learning Skillset

Zbrush  
C++ Programming  
World Machine  
Marvelous Designer  
Maya  
Vray

### Summary

Over four years of game development experience with a focus on optimized game art, environment design and player experience.

### Professional Work

September 2018 - Present

*Skywind Team – Skywind, Elder Scrolls Renewal Project*

General 3D Artist

- Worked on 3D tasks if they're handed down using 3D Studio Max, Substance Suites and Skywind pipeline related software.
- Track 3D tasks through Trello, updated cards and took on tasks when possible.
- Engage with daily feedback through discord critiques

March 2015 - Present

*Octoshark Studios – Pirates, Vikings, and Knights II*

Level Designer & Environment Artist

- Designed and developed a new map called Glacier.
- Created art assets for the level which included 3D models, textures and materials.
- Engaged in play tests twice a week to refine level design and balance which also included reporting feedback on other levels or designs during our playtest sessions.
- Created additional art assets when requested.

Summers of 2015 - 2019

*iD Tech - Summer Camps and Online Private Lessons*

Assistant Director (2019) - Game Design Instructor (2015 - 2019)

- Assisted director with management tasks including directing staff and students during various activities, calling parents when needed and maintaining safety protocols.
- Taught classes to kids ages 6-18 with a focus on game development. Main focus was using the Unreal game engine to teach game design, mechanics, C++ programming and level construction.
- Taught online 1 on 1 private lessons with a focus on game design and programming for games.

### Personal Work

2018 - Present

PBR Pipeline Focused Environment work for Unreal Engine 4

- Current project being worked on to study PRB workflows with Substance designer and painter and environment design to be used as a fully playable game environment rendered in Unreal Engine 4

2014 - 2015

Left 4 Dead 2 Custom Campaign Mod - Bad Neighborhood

- Designed and created a four level campaign and iterated on the design process by building in stages using industry stand workflows.
- Over 32,000 unique visitors on the steam workshop; over 14,000 unique subscribers. 4 star rating with over 250 reviews.