

**Justin Motton**

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Chicago, IL

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Portfolio: <https://justinmotton.com>

**3D Environment Artist**

**Career Objective**

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To obtain a position as a 3D Environment Artist utilizing my academic background and technical skills, which include expanding on my current environment art knowledge to tell stories through the worlds I create.

**Education**

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- **DePaul University**, Bachelors Science, Computer Game Development, Game Design Concentration, Chicago IL, **Summa Cum Laude**, G.P.A – 3.89.

**Software**

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|----------------------|----------------------|
| - Adobe Illustrator  | - Perforce           |
| - Adobe Photoshop    | - Substance Designer |
| - Adobe Premiere     | - Substance Painter  |
| - Autodesk Maya      | - Unity              |
| - Marvelous Designer | - Unreal Engine 4    |
| - Marmoset Toolbag   | - Zbrush             |

**Projects**

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**Otok Zoon Politicon – “Island of the Political Animals”. Game Designer/User Interface Designer –**

Chicago, IL (March 2017 – December 2018)

- Working for DePaul University in partnership with Croatian Ministry of Science and Education to develop a video game to encourage an understanding of and engagement in civic principles in high school students in the country of Croatia.
- Created a user-friendly design using Unity game engine that will be compatible with PC and Mac.
- Created real world political scenarios to be used in-game that the player will have to solve.

**Employment History**

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**Jewel**, Frankfort IL  
**Deli Clerk –**

(October 2015 – August 2019)

- Sighted for “Customer Appreciation” in several in-store surveys.
- Assisted customers with finding poultry and produce products and delivering the items based on customer’s specific needs.