

# KRISTIN SHOLLER

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## CORE PROFICIENCIES

- Creative Design
  - Adobe Suites
  - Lighting
  - Environment Art
  - Media & Entertainment Industry
  - Character Lighting
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## PROFESSIONAL EXPERIENCE

**LIGHTING ARTIST | High Moon Studios** | *Black Ops 4: Zombies, Unannounced Title* | September 2018 to Present

- Authors fog and sky settings for exterior environments; places reflection probes and post process volumes.
- Lights exterior and interior levels, with a focus on gameplay, player progression, and storytelling.
- Partners with the FX and Environment departments to meet standards for visuals and performance.

**CINEMATIC LIGHTING ARTIST & ENVIRONMENT ARTIST | Electronic Arts, Orlando, FL** | October 2015 to March 2018

*Longshot 2* - Environment Artist

- Modeled interior and exterior sets in Maya, authored textures in Substance Designer, Substance Painter, and Photoshop.
- Created whitebox environment layouts for animators and concept artists, assembled sets in the Frostbite engine.

*Longshot* - Cinematic Lighting Artist

- Translated concept art into cinematic scenes; created mood, visual depth, and interest for cinematic camera composition in the Frostbite engine.
- Lit cinematic environments and character lighting; focused on visual delivery and performance optimization.
- Worked with environment artists to ensure adherence to PBR standards.

*Madden NFL 18* - Environment Artist

- Created swarm systems in Houdini, and trained coworkers on workflows.
- Authored environment assets and PBR textures in Maya, Photoshop, and Substance Designer.
- Brought existing assets up to PBR standards through texture and mesh modifications.

*Rory McIlroy PGA Tour* - Environment Artist

- Modeled environment assets in Maya, pipelining them through Houdini and into Frostbite.
- Used aerial and ground-level references to recreate PGA courses in Frostbite.

**ARTIST | TROBO (Contract Role), Orlando, FL** | February 2015 to October 2015

- Led concept development and illustration of storyboards, environmental assets, and props for this producer of a line of interactive educational push toy robots that tell STEM-related stories to kids.
- Helped design the layout of the UI and authored documentation that served as a reference for other artists.

**ARTIST | War Drum Studios, Gainesville, FL** | August 2013 to May 2015

- Engaged in a variety of creative design responsibilities for this video game development studio, including concept art, illustration, modeling, character animation, textures, and environments.

*Continued...*

- For the title Turtle Tumble, led the modeling, rigging, and animation of characters and environment assets using Maya.
- Contributed to the successful development of the mobile version of Grand Theft Auto: San Andreas through the creation and revision of textures and the resolution of issues impacting visuals.

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## **EARLY CAREER**

Artist, n-Space, Orlando, FL (2013)

Artist, ZeeGee Games, Orlando, FL (2012)

Artist, Row Sham Bow, Orlando, FL (2011-2012)

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## **EDUCATION**

**Master of Science Degree in Interactive Entertainment, Art Concentration**

Florida Interactive Entertainment Academy

**Bachelor of Arts Degree in Digital Media: Interactive Systems, Minor in Illustration**

University of Central Florida

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## **TECHNICAL PROFICIENCIES**

**Adobe Photoshop, Autodesk, Maya, Adobe Illustrator, Substance Painter, Frostbite, Radiant Engine**