



3D GAME ARTIST

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Education

BFA in Illustration
Virginia Commonwealth University
Graduated May 2017

CG Master Academy
Weapons and Props for Games
UE4 Modular Environments

About

I'm a 3D Game Artist with 2+ years of experience. I specialize in props and environments, with additional skills in character art, animation, and FX.

Skills

Maya, Unity, Zbrush, Substance Suite, Photoshop, Trello, SourceTree

Experience

Game Artist at Daemon Games
October 2017 to Present

Collaborated with their small team to create art assets for their unannounced mobile game IPs. Ownership extended over props, characters, animation, VFX, and UI.

