

James Beegle | Senior 3D Artist

Resume:

JAMES BEEGLE: Senior 3D Artist

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CURRENT LOCATION: New Orleans, LA

Summary:

I am a 3D artist with 10 years of experience in the game industry. My set of skills are focused on, but not limited to: hard surface and organic assets, weapons, vehicles, and structuring scenes in engine.

Shipped Titles:

Fortnite, Dragon Front, Dungeon Boss, Epic Loot, Safari Challenge, Osiris Legends, Winter Fury, & More

Professional Experience:

Kinemagic – 2019-2020 (VR Development):

Art pipeline, documenting/schedule, high-/low-poly modeling, baking, texturing, concept art, animation

High-Voltage Software – 2017-2019 (Multi-Platform Development):

High-/low-poly modeling, baking, texturing, shader setup, implementing, level design, testing, animation

GAD Studios – 2016 (VR Development):

High-/low-poly modeling, baking, texturing, shader setup, testing, animation

10th Reality – 2016 (VR Development):

High-/low-poly modeling, baking, texturing, rendering, level design, lighting, testing, animation

CORGAN MEDIA LAB – 2015-2016 (Media Lab):

High-/low-poly modeling, texturing, shading, lighting, rendering, image & video comp

FUZZYCUBE SOFTWARE – 2014 (Mobile Development):

High-/low-poly modeling, baking, texturing, level design, lighting, art pipeline, testing

BOSS FIGHT ENTERTAINMENT – 2014 (Mobile Development):

Low-poly modeling, baking, texturing, level design, lighting, testing

SPIDERMONK ENTERTAINMENT – 2012-2014 (Social Development):

High-/low-poly modeling, animation, baking, texturing, rendering, level design, lighting, testing

Skills:

AAA DEVELOPER: Fortnite, Walking Dead: Saints & Sinners, Dragon Front, & three titles in development

HIGH-/LOW-POLY MODELING: Hard surface, organic, stylized, & realistic

ENVIRONMENT BUILDING: Engine implementing, shading, collision, lighting, light baking, & proxy setup

TEXTURING: Paint, UVs, baking, & PBR

ANIMATION: Rigging, skinning, & key framing

Software:

Autodesk: 3ds Max, Maya, Softimage, Simplygon

Adobe: Photoshop, Illustrator, Premiere Pro

Sculpting: ZBrush, Mudbox

Texturing/Baking: Substance Painter, Marmoset, Quixel Suite, Knald

Rendering: V-Ray, Mental Ray

Source Control: Perforce, Tortoise SVN/Git, Sourcetree

MS Office: Word, Excel, Outlook, PowerPoint

Engines:

Unreal, Unity

Education:

THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY:

Certified in Digital Game Development, Specialization in Art Creation