

KATHERINE TOWNSEND

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OBJECTIVE

3D artist and modeler pursuing a job in the gaming industry. Well adapted to the latest creative tools and resources needed in the gaming industry. An open-minded individual with excellent collaborative and critical thinking skills looking to improve upon my skills.



EDUCATION

B.A. in Film and Media Arts with Emphasis in the Entertainment Arts and Engineering Program | University of Utah

AUGUST 2016 – MAY 2020

Fourth year Dean's list student with a 3.896 GPA. Have taken various classes to broaden my skills, including 3D character modeling, digital anatomy, rigging, and texturing.



EXPERIENCE

Lead Artist and Vision Holder | Charcoal Games

AUGUST 2019 – MAY 2020

Developed the original concept of *Blaze*, an action-adventure puzzle game, for Capstone project. Provided and implemented UV maps, textures, rigs, and models for the player character and enemies into Unity. Also supplied particle effects, UI buttons, marketing materials, and direction for the art team.

Lead Artist | Monochrome Games

AUGUST 2019 – DECEMBER 2019

Created charming pixel art for a twin stick shooter game called Cuisine Crusade. Designed, animated, and implemented the main character, enemies, weapons, and attack effects into the Unity project.



SKILLS

- ZBrush and Maya
- Human and Animal Anatomy
- Rigging
- Substance Painter and Designer
- Adobe Suite
- Unity and GitHub



ACTIVITIES

Phi Sigma Pi National Honor Fraternity | Founder, President, VP Ritual, LIA Certified

Founder of the Eta Nu chapter of Phi Sigma Pi at the University of Utah. Developed advertising for the organization and recruited members on campus. President for a year and helped increase chapter size from seven to twenty-five active members. Organized rituals and communicated with members of the chapter to establish a functioning brotherhood.