

Mitchel Clayton

3D Modeler & Environment Artist

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EDUCATION

Savannah College of Art & Design, MA Visual Effects
2017 – 2019

University of Wisconsin - Stout, BFA Game Design and Development
2012 – 2016

AWARDS

Everend - First in Visual Arts, Intel University Games Showcase 2017 [↗](#)

Everend - Player's Choice Award, Glitch Con 2016

SKILLS

Autodesk Maya, UE4, Unity, Substance Painter, Substance Designer, Adobe Photoshop, Arnold, Houdini, Renderman, Zbrush, UV Mapping, Set Dressing, Level Layout, 3D Prototyping, Shotgun, Jira, P4

INTERESTS

Video Games, Reading, Science Fiction, Pattern Design, Hiking, Road Trips

PROFESSIONAL EXPERIENCE

Magnopus, 3D Realtime Artist [↗](#)

Mar 2020 – May 2020 | Los Angeles, CA

- Optimized TV character assets to work efficiently in a VR/AR pipeline
- Optimization included remodeling/cleaning meshes, high-poly to low-poly bakes, and transferring existing textures to updated meshes
- Created VR ready environment assets based on architectural blueprints from modeling to final integration into Unity
- Maintained consistent communication while working remotely with production staff and coworkers

Naughty Dog, Environment Artist, The Last of Us Part II [↗](#)

Jun 2019 – Mar 2020 | Santa Monica, CA

- Produced high quality AAA artwork in a high-volume production environment while self-managing time and company resources to meet fast-paced deadlines.
- My responsibilities included modeling, texturing, UVs, LODs, world building, Vista development, and optimization.
- Took ownership of creation of various vistas from blockout/design phase to final art and optimization while working directly with the Art Director and Lead Artist to make sure it fit within the overall vision of the game.
- Coordinated and collaborated across multiple departments to ensure consistency and quality of environments buildings and set pieces making sure they fulfilled the goals of design, lighting, and art.

Wannigan Studios, Freelance Artist, Tombeaux [↗](#)

Jun 2017 – Dec 2017

- Researched and developed historically accurate props
- High and low poly modeling and photo-realistic PBR textures for environment buildings and props

Creative Kingdoms, 3D Art Intern, MagiQuest

Jun 2015 – Aug 2015 | Madison, WI

- Developed new environment based on existing concept art
- Updated old assets with new high poly versions and bakes

PROJECTS

Teleskid VR Experience - JCB, Co-Lead & VR Producer

Sep 2018 – Nov 2018

- SCAD collaborated with JCB to research and develop an immersive VR experience to introduce potential customers to the Teleskid.
- Contributions included team management, layout prototyping, environment art assets, and set dressing.

Everend, Design Lead & Environment Artist [↗](#)

Sep 2015 – Jun 2016

- Managed gameplay design, level design, and environment art teams.
- Worked in Unity as World Artist on level creation, prototyping stages through to final completion, and final set dressing.