


Austin Labarbera

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AustinLabarbera.com 

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Experience

JULY 2017 – MAY 2019

3D Digital Artist | Oshkosh Corporation

- Established the 3D asset pipeline for real-time graphics & wrote extensive documentation on pipeline integration & best practices
 - Optimized models from existing CAD geometry to be used in game engines
 - Rendered images of defense & commercial vehicles using 3ds Max & V-Ray
 - Built, textured, lit, and post-processed 3D scenes
 - Developed for VR & mobile
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Graduate School Projects

DECEMBER 2019 – JULY 2020

Art Lead | Studio Chili (Keepers of the Trees)

- Created art style guides, modeled & textured hero assets, lit & set-dressed levels, and led a team of artists in developing a couch co-op adventure game shipping on Steam

JANUARY 2020 – MAY 2020

3D Modeler | Lockheed Martin (Project: Everglades)

- Worked as a 3D artist with a team of grad students at UCF in tangent with Lockheed Martin to create a turn-based strategy game to train artificial intelligence
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Skills

- Hard-Surface Modeling
- Photogrammetry
- Lighting & Post-Processing
- PBR Workflow
- Procedural & Hand-Painted Texturing

Software

- Maya & 3ds Max
 - Unity 3D & Unreal Engine 4
 - Substance Painter & Designer
 - ZBrush
 - Photoshop
 - Perforce
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Education

MAY 2019 – DECEMBER 2020

Master of Science in Interactive Entertainment: 3D Modeling University of Central Florida (FIEA program)

JUNE 2013 – DECEMBER 2016

Bachelor of Applied Science in Digital Media: Animation, Gaming, and Modeling Indian River State College