

RILEY MORRISSEY

3D ENVIRONMENT ARTIST



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Jericho, VT

SOFTWARE

- Maya
- 3Ds Max
- Unreal Engine
- Unity
- Substance Painter
- Substance Designer
- Photoshop
- Marvelous Designer
- Zbrush
- Blender

SKILLS

- Four Years of experience working in Agile Game Development teams
- Proficient in creating game-ready modular environment assets
- PBR Texturing
- UV Unwrapping
- Exemplary communication skills
- Able to grasp new concepts quickly
- Meticulous eye for detail
- Highly personable
- Exceptional documentation & research

EDUCATION

Champlain College

Burlington, VT • 08/2016 - 05/2020

Bachelor of Science: Game Art & Animation

Studied Abroad at Champlain College in Montreal, CA (2018)

AWARDS & ACCOMPLISHMENTS

Game Devs of Color GDC Scholarship (2020)

Champlain College Dean's List (2017-2019)

Game Art Mentor for First Year Students (2017-2019)

WORK HISTORY

3D ENVIRONMENT ARTIST - SUPERBROTHERS A/V INC.

Remote • 06/2020 - Current

- Creating and implementing art assets on JETT: The Far Shore, coming to PS5 and PC 2020

3D ARTIST - EMERGENT MEDIA CENTER

Burlington, VT • 09/2019 - 12/2019

- Responsible for the optimization and implementation of 3D art assets for an AR mobile app project.
- Coordinated meetings with stakeholders to ensure project met and exceeded expectations

PROJECT MANAGER - RAD MAGPIE

Burlington, VT • 01/2019 - 08/2019

- Co-creator of "Rad Jams", a game development summer camp for middle and high school students of diverse backgrounds.
- Developed a curriculum, tracked & managed budget, set staff expectations,
- Determined the logistics of software, hardware, and space to run weekly camp sessions and activities.
- Managed updates on milestone progression
- Facilitated meetings with upper management to ensure the project met and exceeded expectations.
- Partnered with Governor's Institute of Vermont, Girls Making Games, and The Shader Croft School to assist with their summer programs utilizing the Rad Jams curriculum.

RESIDENT ASSISTANT (MONTREAL ABROAD) - CHAMPLAIN COLLEGE

Montreal, QC • 08/2018 - 12/2018

- Supervised 40 students within a hall space to maintain a safe, accepting environment.
- Organized specialized activities and events to engage residents in the culture of Montreal.
- Held weekly meetings to discuss residential issues and ensure the well-being and happiness of all students.
- Reported back to management should any issues arise.

INSTRUCTOR - ID TECH CAMPS

Waltham, MA • 06/2018 - 08/2018

- Created week-long Maya and GameMaker lesson plans for students ages 10-12 and 13-18.
- Familiarized students with basic low poly prop creation, texturing, and rendering.
- Supervised over 110 children between the ages of 5 and 18.
- Required to have CPR training, child care expertise, organizational skills, and cooperative mindset.

PROJECTS

CAMERA SHY - SPRING 2020

Environment Artist on a VR hidden object game where players take pictures of various items to unlock fantastical worlds. Concepted and created environments and props.

YGGDRASIL - FALL 2019

Lead Environment Artist on a 3D atmospheric FPS set in a post-apocalyptic city overrun by plants. Concepted and created environment, guns, foliage and prop assets. Documented and organized art bibles.