



AMY PAYNE

SENIOR ENVIRONMENT ARTIST

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EXPERIENCE

Sucker Punch Productions - "Ghost of Tsushima" | September 2016 - Current Senior Environment Artist / Material Artist

- Streamline locations and assets to help overall game performance.
- Create documentation of internal tools and workflows to help speed up production and onboarding time.
- Assist in managing production and quality control of internal props and polishing.
- Worked across departments to setup initial layout for towns and locations across the game
- Worked in small strike teams to bring multiple locations from blockout to polished.
- Organized and setup existing Substance Designer assets into a new internal Library for use internally and externally.
- Created new utility nodes, materials, and other tools for use in our internal Substance Library.
- Assisted Outsourcing Manager in setting up Outsourcing pipeline, and spearheaded asset intake and quality control.

Mindwalk Studios - "Uncharted 4: A Thief's End" | March 2014 - May 2016 Texture Artist / Environment Artist

- Modeled, sculpted, and textured assets to be integrated in engine using next gen texturing techniques.
- Developed training for multiple programs to achieve more efficient workflows throughout production.
- Gathered reference and interpreted client briefs to ensure that quality and expectations were met.
- Created an internal Substance material library using client tools for use throughout the project.

Mindwalk Studios - "The Last of Us: Part 2" | March - September 2014 Texture Artist/ 3D Modeler

- Modeled and textured assets to be integrated in engine using next gen texturing techniques.
- Worked with client to further establish new software and PBR workflows. Went onsite for training.

Mindwalk Studios - "The Last of Us: Left Behind DLC" | November 2013 - February 2014 Texture Artist/ 3D Modeler

- Modeled and textured assets to be integrated in engine.
- Developed training for new workflows, software, and next gen PBR techniques via video tutorials and an internal wiki.
- Remotely set dressed content for a selection of levels.
- Assisted Outsourcing Manager in setting up Outsourcing pipeline, and spearheaded asset intake and quality control.

Mindwalk Studios - "Need For Speed: Rivals" | June - November 2013 3D Modeler

- Created and integrated LOD and Shadow meshes using the Frostbite Engine.

SOFTWARE

Substance Designer (3.0 – Current)
Autodesk Maya (2011 – Current)
ZBrush (4R2 – Current)
Quixel SUITE

Marvelous Designer (3.0 - Current)
Marmoset Toolbag (1.0-Current)
Photoshop
Unreal Engine 4

SKILLS

Procedural Texturing
High and Low Poly Modeling
Digital Sculpting
Traditional Texture Painting

Cloth Simulation
Set Dressing
Environment Layout
Real Time Lighting

EDUCATION

Bachelor of Fine Arts, Interactive Design and Game Development
Savannah College of Art and Design, 2009-2013

COMMUNITY OUTREACH

Guest Speaker At Mars Era Institute Of Digital Arts For Mindwalk's Lecture Series
"PBR, Substance, & the Next Gen" - 2015
"Marmoset, Rendering, and the Importance of Portfolios" - 2015