




# Sean Graefen


## ENVIRONMENT ARTIST


### CONTACT

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### PROGRAMS

 **UNREAL ENGINE**

 **MAYA**

 **ZBRUSH**

 **SUBSTANCE PAINTER**

 **SUBSTANCE DESIGNER**

 **PHOTOSHOP**

 **PREMIERE**

 **TOPOGUN**

 **HEADUS UV**

### WORKFLOW

- AGILE DEVELOPMENT
- SCRUM
- ASSET MANAGEMENT
- SOURCE CONTROL

### SKILLS

- Hard surface 3D modeler with a focus on creating and props and modular assets.
- Utilizes Substance Painter and Designer to produce realistic and stylized materials.
- Optimizes meshes and shader to adhere to memory budget set by the technical artists.
- Focus on designing game environments that are additive to the play experience.

### WORK EXPERIENCE

#### HARBINGER OF SPRING - *Art Director/Technical Artist*

**JUN 2019 - MAR 2020**

- Developed an Art Bible to detail the overall art style of the game.
- Implemented and instructed team to use Paragon's modular material system, which enabled the game to run at a smooth frame rate, and allowed for quick material iteration in engine.
- Oversaw all asset development and implementation in an eight-person art team.
- Blocked out, constructed, set dressed, and lit the majority of the game environment.

#### TAHUL - *3D Generalist/Effects Artist*

**DEC 2019 - MAR 2020**

- Created dynamic materials, effects, and assets for SCAD's Siggraph VR project.
- Collaborated with the team to solidify the design and art style of the experience.
- Researched and developed efficient visual effects- such as material transitions and dynamic waterfalls, to meet the efficiency requirements for VR.
- Aided in establishing an art pipeline to reduce taxation on the engine.

#### PIK AND POP - *Art Lead/Hard Surface Character Artist*

**SEP 2018 - APR 2019**

- Responsible for all character concepts, turn around sheets, and in-game models.
- Worked to develop game's overall design by outlining enemy behaviors and map layouts.
- Rigged and animated the characters to give more visual feedback to the player.

### EDUCATION

#### SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

**2016 - 2020**

- BFA in Interactive Design and Game Development
- Focus on Environment and Technical Art.

### AWARDS AND RECOGNITION

#### FIRST PLACE WINNER - ENTELECHY SHOWCASE

**JUN 2020**

- Received first place in the categories Best Audio, Best Environment, Best Trailer, and Best 3D Game at SCAD's game development competition for Harbinger of Spring.

#### PEOPLE'S CHOICE AWARD - THE ROOKIES

**JUL 2020**

- Awarded first in the People's Choice category at the worldwide game competition for Harbinger of Spring.

#### BEST ART - GLOBAL GAME JAM

**JAN 2020**

- Received first place in the category of Best Art at SCAD's Game Jam competition for Unbelieva-Bull.