

CASEY COAUETTE

ENVIRONMENT ARTIST

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Summary of Qualifications

Passionate Environment Artist with environment design and 3D experience.

Skilled in environment design and layout, 3D modeling, and look development.

Strong organizational and analytical skills with ability to prioritize numerous projects and meet deadlines

Excellent verbal and written skills for communicating effectively among diverse audiences

Expanded a 3D production team from 10 to 700+ members

Tested and implemented proprietary tools

Produced training materials and mentored Here's production teams on 3D mapping

Visionary, innovative and resourceful problem-solver

Conduct and promote ethical business practices and procedures

Experience

3D Modeling Projects

Core Disruption

Environment Artist - MPLEX VR

Collaborated with fellow artists to create and develop environments based on approved concept art and reference images while taking 3D assets from a rough to finished state.

High Definition Road Maps

Technical Specialist I - Here North America LLC

Modeled and textured 3D roads and buildings using an iterative process within Here's high definition roads project.

Games Testing

Contract Test Associate - TargetCW with Bungie.

Ad-hoc tested new builds.

Executed manual test cases.

Logged bugs with in-depth details.

Test Engineer Lead - Lionbridge on Microsoft Campus

Test Engineer Lead supervising a team of 6 to 8 people.

Test Engineer supervising a small team.

Interpersonal and Teamwork

Established and implemented a written training program with a team of three colleagues to launch 3D technical artists program for Here India. Program included creation of 3D maps, modeled and textured 3D buildings, and optimizing 3D production processes.

Education

AAA Environment Art Mentorship

2018

Mentored by Ryan Benno of Insomniac Games

Minnesota State University Moorhead

2015

Bachelor of Science in Graphic Communications

Skills

Hard Surface and Organic 3D Modeling

Environment Design and Lighting

Look Development

UV Mapping

PBR Texturing

Traditional and Digital Drawing

Digital Sculpting

Game Level Design

Software

Autodesk Maya

Pixologic ZBrush

Allegorithmic Substance Painter

Allegorithmic Substance Designer

Unreal Engine

3D-Coat

Marmoset Toolbag

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Microsoft Office

Employment History

TargetCW(Bungie)	2020-Present
Lionbridge	2019-2020
MPLEX VR	2019-2020
Here North America LLC	2015-2018