Carrigan Raketic

Environment | Prop | Texture Artist

Currently working in Architectural Visualization, I have a love of working in both games and military simulation. Seeking Environment Artist opportunities, I excel at stylized and photo-realism in both modeling and texturing with significant time spent working in Modo and UE4. I enjoy working on a team with passionate individuals, and drive hard to meet deadlines when working on projects alone.

Work Experience

2018-10 - Current

Environment Artist, Architectural Visualization

Preswerx, Boca Raton, FL

- High-to-low poly modeling in Modo with focus on clean topology and optimized polycounts for VR.
- Creating tileable textures inside Photoshop for use in Unreal Engine 4, with world building and lighting interior/exterior environments utilizing post-processing and LUT tables.
- Manage project requirements and accomplish objectives by self-monitoring progress and promptly solving issues.
- Establish documents outlining concept, art, deliverable specifications, logistics flow charts and overall content to help keep projects moving and teams working together cohesively.

2017-01 - 2018-10

Lead Environment Artist, "Tiptoe"

Overnight Game Studios, Remote

- Took artistic concepts and transformed into high quality assets, including characters, environments and props, using Modo and Substance Painter.
- Met strict deadlines for on-schedule game delivery by leveraging time management, team leadership and task prioritization skills in under 48 hours.
- Followed specifications and technical limitations when designing to meet established design and gameplay objectives.
- Communicated with art, production and programming teams to design innovative game elements and optimize quality for better player experiences.

Contact

Address
Winter Garden, FL, 34787

Phone
(630) 258-4926

E-mail
cbraketic@gmail.com

WWW
www.tritexelart.com

LinkedIn
http://www.linkedin.com/in/CarriganRaketic

Skills

Modo

Maya

Zbrush

XNormal

Adobe Photoshop

Substance Painter

Substance Designer

SpeedTree

Unreal Engine 4

Unity Engine

Lumion

Perforce

**2018-04 -
2018-04**

Technical Artist, "bARk a Dogmented Reality"

MEGA Health Jam, Orlando, FL

- Rig a quadruped character model from joint creation to weight painting and animate a walk cycle in Maya.
- Assist in solving technical difficulties including animation, rigging, and asset implementation into Unity.
- Keep communications flowing between artists and programmers and translate them into viable solutions.
- Took ideas and developed high quality creations, which included characters, environments and other objects.

Game Development

Interests

Music

Writing

Reading

Typewriters

Video Games

Vinyl Records