

CASEY COAUETTE

ENVIRONMENT ARTIST

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Summary of Qualifications

Passionate Environment Artist with environment design and 3D experience.

Proficient in environment design and layout, 3D modeling, Uv mapping and custom texture painting.

Efficient communication skills.

Strong understanding of lighting, value, scene composition, color, prop staging and environment layout.

Optimizing assets for performance/memory

Experience in collaborating with other disciplines within the game industry to create playable environments.

High sense of scale and spatial awareness.

Responsible time management practices.

Experience

3D Environment Work

Core Disruption

Environment Artist - MPLEX VR

Collaborated with fellow artists to create and develop environments based on concept art and reference images while taking 3D assets from 2D concept 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.

Assisted in establishing baseline quality practices.

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

Minnesota State University Moorhead

2015

Bachelor of Science in Graphic Communications

Emphasis: 3D Modeling and Animation

Skills

Hard Surface and Organic 3D Modeling

Environment Design

Environment 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

Employment History

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