

# Kolel Pryor | 3D Artist and Game Developer

(518) 331-3647 | [LinkedIn](#) | [Email](#) | [Portfolio](#)

## Skills

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**Modeling** - Primarily utilizing the vast toolsets of Blender or Maya. Occasionally using 3DSMax.

**Texturing** - Textures primarily made using the Substance suite, with other 2D assets created in Photoshop.

**Digital Sculpting** - Proficient in both Blender and Zbrush sculpting and their various features including asset creation, remeshing, and exporting.

**Real Time Design** - Creation of levels, interactions, and materials done using Unreal Engine 4 or Unity to fit the project.

**Shader Work** - Familiar with both node based shader editing and HLSL shader coding; use based on the task.

**Animation** - Rigging done exclusively in Maya. Animating done in Maya, Blender, or Unity to fit the task.

**Programming** - Proficient in C# and Unreal Blueprints, with some Python and C++ experience; use based on the task.

## Work Experience

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**3D Artist at 1st Playable Productions - Troy, NY** May 2019 – Mar 2021  
Authored 3D art assets collaboratively for various console and mobile game projects.  
Assisted with asset optimization, game design, and scripting as needed.

**Art Director at Catapult Games - Albany, NY** Nov 2017 – May 2019  
Authored 3D art assets for VR game including modeling, texturing, material setup, etc.  
Scripted in Unreal Blueprints and C++ with other developers for various features.

**R&D Simulations Engineer at Ilium VR - Troy, NY** Jun 2015 – Aug 2017  
Began doing contract art pieces for product designs and concepts.  
Converted to a full-time position creating interactive experiences for product R&D.

## Education

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**Rochester Institute of Technology (RIT) - Rochester, NY** Graduated May 2016  
3D Digital Design BFA with Minor in Game Design  
Summa Cum Laude with 3.8 GPA

## Notable Credits

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**Cooking Mama Cookstar - 1st Playable Productions** March 2020  
Casual cooking game with dishes completed through various minigames.

**Don't Look Down - Catapult Games** April 2019  
Immersive motion of VR climbing with engaging design inspired by classic platformers.

## Organizations

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**Capital Region Sponsor-A-Scholar – Albany, NY** Sep 2009 – Current  
Received college financial aid and mentorship. Now supporting as an Alumni Council member.

**Rochester chapter of ACM SIGGRAPH – Rochester, NY** Sep 2015 – May 2016  
Attended seminars in computer graphics. Had a local network of graphics professionals.

## Awards and Recognitions

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**Proggy Award for Cooking Mama Cookstar - PETA** Received Aug 2019

**RIT Presidential Scholarship – Rochester Institute of Technology** Received Jul 2012