

Kolel Pryor | 3D Artist and Game Developer

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

Skills

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

Texturing - Textures primarily done 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 shaders/materials done using Unreal Engine 4 or Unity to fit the project.

Animation - Rigging done in Maya or Blender. Animating done in the software or directly 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

Freelance 3D Artist - Albany, NY Apr 2021 – Present
Authored and edited 3D art for various clients including game projects, visualizations, etc.
Taught game art skills to students and adults through local enrichment organizations.

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

Rochester Institute of Technology (RIT) - Rochester, NY Sep 2012 – May 2016
3D Digital Design BFA with Minor in Game Design
Summa Cum Laude with 3.8 GPA

Notable Credits

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

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

Organizations

Tech Valley Game Space – Troy, NY From 2016
Engaged with devs through lessons and community nights. Partnered for local teaching opportunities.

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

Awards and Recognitions

Proggy Award for Cooking Mama Cookstar - PETA Aug 2019

RIT Presidential Scholarship – Rochester Institute of Technology Jul 2012