

Mitchel Clayton

Environment Artist

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📍 Redmond, WA, 98052

EDUCATION

Savannah College of Art & Design, MA Visual Effects
2017 - 2019

University of Wisconsin - Stout, BFA Game Design and Development
2012 - 2016

AWARDS

Everend - First in Visual Arts, Intel University Games Showcase 2017 [🔗](#)

Everend - Player's Choice Award, Glitch Con 2016

SKILLS

Autodesk Maya,
Unreal Engine, Unity,
Substance Painter,
Substance Designer,
Adobe Photoshop, Zbrush,
UV Mapping, Set Dressing,
Level Layout, 3D Prototyping,
Shotgun, Jira, P4

PROFESSIONAL EXPERIENCE

343 Industries, World Builder, Halo Infinite
Feb 2021 - present | Redmond, WA

Addicting Games, Lead Environment Artist, EV.io [🔗](#)

Jul 2020 - Jan 2021 | Los Angeles, CA

- Created FPS multiplayer maps from initial blackout to final integration working through level design, collision, modeling, lighting and optimized to run well within the web browser
- Created Unity pipeline and tutorials for contract artists to follow in the creation of art assets

Magnopus, 3D Realtime Artist [🔗](#)

Mar 2020 - Jun 2020 | Los Angeles, CA

- Optimized high detailed character assets to work efficiently in a VR/AR pipeline
- Created VR ready environment assets based on architectural blueprints from modeling to integration into Unity

Naughty Dog, 3D Generalist, The Last of Us Part II [🔗](#)

Jun 2019 - Mar 2020 | Santa Monica, CA

- Constructed and composed midground and background set pieces
- Directed and collaborated with outsourcing teams and integrated final art assets into environments
- Coordinated and collaborated across multiple departments to ensure consistency and quality of environments buildings and set pieces

Creative Kingdoms, 3D Art Intern, MagiQuest

Jun 2015 - Aug 2015 | Madison, WI

- Developed new environment based on existing concept art
- Updated old assets with new high poly versions and bakes

PROJECTS

Teleskid VR Experience - JCB, Co-Lead & VR Producer

Sep 2018 - Nov 2018

- SCAD collaborated with JCB to research and develop an immersive VR experience to introduce potential customers to the Teleskid
- Contributions included team management, layout prototyping, environment art assets, and set dressing/integration in Unreal Engine

Everend, Design Lead & Environment Artist [🔗](#)

Sep 2015 - Jun 2016

- Managed gameplay, level design, and environment art teams
- Worked in Unity as World Artist on level creation, prototyping stages through to final completion, and final set dressing