



3D Environment Artist

Education

BFA in Illustration
Virginia Commonwealth University
Graduated May 2017

CG Master Academy
Weapons and Props for Games
UE4 Modular Environments

About

Howdy! I'm a 3D environment artist with over 3 years of experience. My primary skillset is with environment art and props. If push comes to shove I have additional skills with technical art, VFX, and animation.

Skills

Maya, Zbrush, Substance Suite, Unreal Engine, Unity, Photoshop, Perforce, Git, Trello, JIRA.

Experience

3D Environment Artist with Arbitrarily Good Productions

April to November 2021

- Used modular kits and props to build out and detail PBR spaces
- Authored the occasional prop or material
- Placed and baked lighting
- Authored and detailed stylized 'Sketchy' assets
- Prepared external assets for import and integration
- Handled level streaming and collision

Prop Artist with Dekogon

March 2021 to Present

- Created meshes with subD modeling in Maya or sculpting techniques with Zbrush
- Used the Substance suite to author PBR materials
- Delivered realistic and functional props with collision and lightmaps on a strict timeline for clients

3D Generalist with Daemon Games

October 2018 to March 2021

- Created highly optimized art assets for unannounced mobile titles
- Authored props, environments, characters, VFX, UI sprites and layouts, among other things
- Worked with the Art Director to create a holistic style for the company's first IP

Info

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