JANE DOE

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PROFESSIONAL SUMMARY

3D game artist with 4 years creating optimized props, environments, and materials for real-time projects. Strong in PBR workflows, retopology, UVs, engine implementation, and art-direction feedback cycles.

SKILLS

3D & Texture: Maya, Blender, ZBrush, Substance Painter, Substance Designer, UV mapping, retopology
Engines & Pipeline: Unreal Engine, Unity, PBR materials, LODs, source control, asset naming conventions
Production: style matching, feedback iteration, optimization, modular kits, portfolio presentation

EXPERIENCE

Interactive Entertainment Studio
3D Environment Artist Apr 2022 - Present

- Created modular environment kit with 140+ optimized assets, maintaining style consistency while reducing scene setup time for level designers.
- Built PBR material library in Substance and Unreal, improving reuse across props, architecture, and set dressing assets.
- Collaborated with art director and technical artist to reduce draw calls and texture memory on a high-density interior level without changing visual targets.

Digital Media Studio
Junior 3D Artist Jun 2020 - Mar 2022

- Modeled, UV'd, textured, and implemented props for real-time training simulations in Unity under strict performance budgets.
- Incorporated weekly critique feedback into portfolio-quality asset revisions while meeting milestone deadlines.
- Created naming, export, and review checklist that reduced missing-material and scale issues during engine import.

SELECTED PROJECTS

Stylized Market Environment
- Built modular market scene in Unreal using trim sheets, tileable materials, and optimized prop kits; documented process and breakdown on portfolio.

Creature Prop Study
- Sculpted high-poly creature artifact in ZBrush, retopologized in Maya, and textured in Substance Painter for real-time presentation.

Mobile Dungeon Prop Pack
- Produced 38 low-poly props with shared material atlas and LOD setup for mobile-performance target.

EDUCATION

Public Art Program, Certificate in Game Art Production May 2020