3D Game Designer

John Carter

📞 (415) 555-1234

✉ john.carter@gmail.com

Professional summary

Passionate and innovative 3D game designer with 7+ years of experience in developing game assets, environments, and characters for both AAA and indie titles. Adept at working in Unity and Unreal Engine, with a strong background in modeling, texturing, and animation.

Links

Portfolio: www.johncarter3D.com

Education

Bachelor of Fine Arts in Game Design

Academy of Art University

San Francisco, CA

Graduated: May 2016

Experience

3D Game Designer

August 2020 - Now

Ubisoft San Francisco / San Francisco, CA

- Collaborate with the design team to create detailed 3D assets for a AAA open-world game.
- Model and texture over 50 high-quality game assets, including characters, props, and environments using Maya, ZBrush, and Substance Painter.
- Optimize 3D models to meet performance requirements on various platforms including PlayStation, Xbox, and PC.
- Work closely with animators and game developers to ensure assets were seamlessly integrated into gameplay.

Junior 3D Artist

January 2017 - July 2020

Riot Games / Los Angeles, CA

- Assisted in the design and development of in-game assets for League of Legends, including props and skins.
- Created textures and materials using Photoshop and Substance Painter to enhance the visual appeal of the game.
- Collaborated with the animation team to rig and animate characters for in-game cutscenes and cinematics.
- Participated in team brainstorming sessions to enhance game aesthetics and player experience.

Skills

Software: Maya, Blender, ZBrush, Substance Painter, Unity, Unreal Engine ◆◆◆◆◆

Technical: Low and high poly modeling, PBR texturing, UV mapping, character rigging, and animation ◆◆◆◆◆

Other: Game design, level design, visual storytelling ◆◆◆◆◆

Projects

"Legend of Exos" (PC/Console)

Ubisoft San Francisco

- Designed key characters and assets for a fantasy RPG game, focusing on high-detail environments and hero characters.
- Contributed to the visual development of the game's mythical world, including terrain sculpting and complex structures.
- Received recognition for producing an interactive demo that helped secure project funding.