

# WESTON MITCHELL

3D Generalist & Technical Artist

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## EXPERIENCE

### Associate 3D Artist Temp

#### Blind Squirrel Games

02/20 to Current

- Handled Assets from Outsourcing
- Remastered Environment assets as a team
- Wrote some shaders in GLSL
- Used Perforce for version control

### Personal Project

#### "Fadeout: Underground" on Steam

01/19 to Current

- Programming: All of the game code mostly Blueprint in Unreal 4.
- 3D Art: Majority of character, weapon, and prop art.
- Tech Artistry: Most of the shaders & effects for the game.

### 3D Generalist

#### HAUS

09/17 to 12/19

- Leading the AR creative team
- Designed several of our interactive 3D WebGL experiences
- Kept all 3D assets within our technical budget for mobile devices
- JavaScript & some Python

### Intern 3D Artist

#### Funktronic Labs

08/16 to 05/17

- Created environment assets including props, foliage, and some structures
- Worked under a senior artist

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## SOFTWARE

- Maya
- Blender
- ZBrush
- Unreal Engine 4
- Unity
- Godot 3.0
- 3D Coat
- Adobe Suite
- Substance Painter
- Substance Designer
- Git / Perforce

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## EDUCATION

Bachelor's Degree Fine Arts - CSUF - 2017