

WESTON MITCHELL

Technical Artist

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EXPERIENCE

Technical Artist II

Blind Squirrel Entertainment

- 09/21 to Current
- Unreal 4 & Godot
- Shaders, Rigging, Scripting, Tools
- Unreal 4 Blueprint & Some Python
- Editor Utilities, Asset automation, Pipeline

3D Environment Artist

Blind Squirrel Entertainment

- 02/20 to 09/21
- Handled Assets from Outsourcing
- Remastered Environment assets as a team
- Some shaders in GLSL ES 3.0 (Godot)
- Used Perforce for version control

Personal Project

"Fadeout: Underground" released on Steam

- 01/19 to Current
- Programming: All of the game code - Blueprint in Unreal 4.
- 3D Art: Majority of character, weapon, and prop art.
- Tech Art: Shaders, Rigging, Scripting, Tools

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

SOFTWARE

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

EDUCATION

Bachelor's Degree Fine Arts - CSUF - 2017