

WESTON MITCHELL

Technical Artist

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EXPERIENCE

Technical Artist - Full Time Obsidian Entertainment, Inc.

01/23 to Current

- Unreal 5
- Performance/Optimization
- Pipeline, Editor Tools, & Scripting
- Material Shaders

Technical Artist II Blind Squirrel Entertainment

09/21 to 01/23

- 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
- Shaders in GLSL ES 3.0 (Godot)
- Used Perforce for version control

Homebrew Projects

"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

SKILLS

- Git / Perforce
- C#
- C++
- Python
- Javascript
- Maya
- Blender
- ZBrush
- Adobe Suite
- 3D Coat
- Substance Painter
- Substance Designer
- Unreal Engine 4/5
- Unity
- Godot

EDUCATION

Bachelor's Degree Fine Arts - CSUF - 2017