

SHELTON SCHIMMING

3D ARTIST



EXPERIENCE

ART LEAD & TECHNICAL ARTIST | IDO

Somnambulist Studio | January 2020 - April 2020

IDO is a 3rd person, hack-n-slash game built for PC using Unreal Engine 4

- Led a group of 10 artists to ensure a consist art style
- Responsible for creating, assigning, and reviewing all art tasks weekly
- Modeled and textured weapons based off the Creative Directors concepts
- Designed and created materials using Unreal Material Editor

ART LEAD & 3D ARTIST | SURVEILLANCE

Studio Nexus | October 2019 - December 2019

Surveillance is a 3rd person, stealth game built for PC using Unreal Engine 4

- Led a group of 4 artists to ensure a consist art style
- Responsible for creating, assigning, and reviewing all art tasks weekly
- Modeled and textured modular environmental assets
- Communicated with my leads to properly scope our game to alpha

UI ARTIST | RICOCHET MAGE

Casual Weebs | September 2019 - December 2019

Ricochet Mage is a 2D side shooter puzzle game built for Android using Unity

- Designed and created UI elements and menu buttons
- Setup documentation and version control for mobile
- Organized tasks and personal assessment sheets
- Helped design key mechanics and level designs

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA

B.A. Digital Media | Game Design

May 2020

DAYTONA STATE COLLEGE

A.A. | Associate of Arts

May 2017

AWARDS

6X DEAN'S LIST IN COLLEGE OF ARTS AND HUMANITIES

University of Central Florida

CONTACT

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SKILLS

- Hard-Surface Modeling
- Environment Modeling
- UV Mapping
- Texturing
- Weapon Animation
- Game Design
- Leadership & Communication
- Project Management
- Mobile Game Experience
- Source Control(Importation)
- User Testing
- C++, Python, HTML

SOFTWARES

- Autodesk Maya
- ZBrush
- Substance Painter
- Unreal Material Editor
- Adobe Suite
- Microsoft Office
- Procreate

GAME ENGINES

- Unreal Engine 4
- Unity