Carolyn Clarkson

3D ENVIRONMENT ARTIST & MODELING GENERALIST

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 /carolyn-clarkson/

3D DEVELOPMENT PROJECTS

Dark Focus — *3D Environment & Prop Artist*

3D First-Person Horror RPG Adventure, UE5: DEC 2023 - CURRENT

- Facilitating environment art needs and prototyping.
- Creating 3D environment concepts, textures, and props.
- Populating all environment assets and materials in the game engine.
- *Coming soon:* tacobargames.com

Grocery Gauntlet — *Lead Environment Artist*

3D Multiplayer Battle Royale, UE4: JAN 2022 - AUG 2022

- Leading production of 3D mesh assets for levels / environment needs.
- Creating L0Ds, low poly, & high-poly meshes for Substance baking.
- Creating variations of assets (textures and meshes) for use in game.
- Creating new (and modifying existing) materials in UE for asset needs.
- Creating and implementing Static Mesh Blueprints of collections of assets for efficient population, and improved performance / load time.
- Following established art concepts and guidelines to spec.
- Populating levels and making updates and changes as requested.
- Responsible for exporting mesh assets from Maya for UE importing, organization / asset management of environment related meshes, texture maps, and materials in UE project folders.
- Texturing assets in Adobe Substance and exporting textures for UE.
- Troubleshooting asset lighting baking issues and related artifacts in UE.

EFO - *CoProducer / 2D Props & Environment Artist* on STEAM

2D Action / Adventure Exploration Platformer, Custom Engine: AUG 2020 - APR 2021

- Collaboratively leading a 10-person team to meet production goals.
- Creating 2D environment prop assets and populating levels. Making updates to tile assets and adding new tiles / assets as needed.
- store.steampowered.com/app/1718070/EFO_Escape_From_Outerworld

EDUCATION

Bachelor of Fine Arts in Digital Art and Animation*

DigiPen Institute of Technology — Redmond, WA

2019 - 2022: 115 Credits Completed / 19 Credits from Completion* (3.65 GPA)

Bachelor of Fine Arts in Visual Communications

Austin Peay State University — Clarksville, TN

2008 - 2011: Graduated - Magna Cum Laude

SOFTWARE EXPERIENCE

Adobe Photoshop & Illustrator

Adobe Substance 3D Painter

Adobe Substance 3D Sampler

Blender

Maya (Arnold & Renderman)

Tortoise SVN & Trello

Unreal Engine 4 & 5

ZBrush

—

PROFESSIONAL SKILLS

High Quality 3D Assets w/ Excellent Topology & UV Unwrapping

Creative Problem Solving

Deadline Driven

Excellent Communication

Following Pipeline Processes

Highly Organized & Self Motivated

Open to Constructive Criticism

Strong Foundational Art Skills

FINE ART SKILLS

Life & Figure Drawing / Painting

Miniature Design & Production

Photography (Digital & Print)

PROFESSIONAL EXPERIENCE

Teacher's Assistant *(2021 - 2022)*
DigiPen Institute of Technology

Sr. Manager, Web Creative Team
2015 - current Thrive Creative Group

Senior Graphic Designer
(2014) Washington's Lottery