

WESTON MITCHELL

3D Artist

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EXPERIENCE

Freelance 3D Artist
Current

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
- Technical Artist in a pinch, Unreal4 Blueprint, Javascript, Python & C#

3D Artist Intern
Funktronic Labs

08/16 to 05/17

- Worked under the 3D Artist lead
- Created dozens of assets from based on concept art
- Created efficient Models, UVs, and texturing for use in Unity
- Created props along other artists for a cohesive narrative

SOFTWARE

- Autodesk Maya
- Zbrush
- 3D Coat
- Photoshop
- Substance Designer
- Marmoset Toolbag 3
- Unreal Engine 4
- Unity
- Substance Painter

EDUCATION

Bachelor's Degree Fine Arts
California State Fullerton 2017
Fullerton - California