

Casey Arterburn, Hard-Surface Artist

TS/SCI, 2525 Celia Ct SW, Huntsville, AL, 35803, United States, 256-497-0410, caseyjarterburn@gmail.com

LINKS	ArtStation	
PROFILE	Dedicated visual artist with a decorated background in a variety of artistic mediums and 7+ years of professional experience creating high-quality assets for weapons, vehicles, props, and architectural elements. Skilled in translating real-world construction into AAA game assets. Adept at collaborating with designers, animators, and other artists to maintain consistency and quality across production. Strong communicator, proactive in feedback and advocating for team needs. Bringing a solid technical foundation in IT and cybersecurity, ready to contribute to a creative, high-performance team.	
EMPLOYMENT HISTORY		
Apr 2023 — Present	Cybersecurity Analyst, CFD Research Corporation	Huntsville, AL
	Currently working as a Cybersecurity Analyst for PM UAS at Redstone Arsenal, supporting the UVSS product office and the Technical Management Division. Responsible for overseeing the progress of products through the NIST Risk Management Framework (RMF). Responsible for assisting in the planning and execution of Plans of Action and Milestones (POA&Ms), interfacing with OEMs to ensure adherence to Army cyber policy, reviewing test data, and working with cross-functional teams to enhance security protocols and maintain system integrity, contributing to the continuous improvement of UAS cybersecurity capabilities. Products: ULE, UMS-T, GBSAA, OSRVT, RAAD	
Jul 2022 — Apr 2023	Special Projects Lead, Agile Defense	Huntsville, AL
	Collaborated with teams to resolve complex IT issues, authored standard operating procedures (SOPs) to enhance efficiency, and led security compliance for 300+ devices. Managed user accounts in Active Directory, repaired cyber vulnerabilities, and provided technical support for 550+ users. Standardized operations and improved team training through documentation. Responsibilities: STIGs, Remote Desktop, Service Now, Office 365, Active Directory Users and Computers, PowerShell, PXE imaging, Windows 10, Windows Registry, Software Troubleshooting	
Dec 2019 — Present	Information Technology Specialist, Army National Guard (TS/SCI)	Fort Payne, AL
	Experience in system configuration, troubleshooting, radio configuration, satellite communication, and network security on both NIPR and SIPR networks. Managed user accounts and group policies via Windows Active Directory, configured Cisco routers and switches, operated radio and satellite communication devices (Harris, SDN), and secured networks in deployment and garrison environments. Proficient in encryption, data masking, and VPNs, with experience in Linux, bash, and PowerShell for scripting and software sand-boxing. Deployed to Niger and Benin with 20th Special Forces Group in support of Operation Juniper Shield from October 2023 through June 2024. I supported two Special Forces ODAs by deploying, operating, and maintaining their radio systems, satellite communication systems, and NIPR/SIPR computer and telecommunication systems. Worked across platoon, company, battalion, and division levels to accomplish mission-critical tasks and support my team. Software: Windows Server, Active Directory, Harris CPA, Hawkeye, iDirect, SOMPE, Sitec, PuTTY, RuTTY Hardware: AN/PRC-117G, AN/PRC-137, AN/PRC-152A, AN/PRC-160, AN/PRC-163, AN/PRC-167, Tampa SDN-L, Tampa SDN-M	
Mar 2017 — Jul 2022	Hard-Surface Artist, Torch Technologies	Huntsville, AL
	Worked as a 3D Artist on the "THAAD Skills Trainer (TST)" for the US Army. I was responsible for emulating the visual qualities of the THAAD missile system along with all of its supporting vehicles in painstaking detail for use as both a PC and VR training system. Training was based directly on the THAAD IETM, requiring meticulous attention to detail on all models to replicate the entire vehicle for crews to train to standard on the system even in remote locations. As an artist I was responsible for not only creating visual assets, but also animating them and prepping utilities for the developers to use when adding functionality. Also contributed greatly to streamlining production by proposing and implementing alternate workflows, custom scripts, and bespoke tools. Software used: 3DS Max, Maya, ZBrush, Substance Suite, Adobe Suite	

Nov 2015 — Mar 2017	Hard-Surface Artist, Impeller Studios <div>Remote</div> <p>Worked as a 3D Hard-Surface Artist on <i>Starfighter, Inc.</i> (now <i>In the Black</i>), a hardcore space-combat game heavily based on real physics, creating high-quality ships, projectiles, architectural assets, and environments for the game from concept art. In addition to artistic duties, I served as a SCRUM Master, leading daily team meetings and managing tasks across a multi-disciplinary team using the AGILE process. Led two-week sprints, motivated the team, and tracked progress to ensure deadlines were met. Developed strong multitasking skills, efficiently balancing artistic and leadership responsibilities in a fast-paced, collaborative environment. MY work on the project culminated in my demonstrating the game at PAX East 2017 leading to a successful crowd-funding campaign on Kickstarter.</p> <p>Software used: 3DS Max, Maya, ZBrush, Substance Suite, Adobe Suite</p>
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Aug 2015 — Nov 2015	Hard-Surface Artist, Dox Studios <div>Remote</div> <p>Worked as a freelance 3D artist on an unannounced video game, responsible for modeling and texturing real military firearms for use within Unreal Engine 4. Contributed regularly to design meetings offering feedback and participating in discussions to help shape the game. Balanced artistic tasks with collaborative design input, ensuring high-quality assets and contributing to the overall direction of the project. Developed a strong ability to work independently while effectively communicating with the team.</p>
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EDUCATION

Sep 2011 — Jun 2015	Interactive Design & Game Development, Savannah College of Art and Design <div>Savannah, GA</div>
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SKILLS	Autodesk 3ds Max (10+ years)	Substance Designer (10+ years)
	Autodesk Maya (10+ years)	Python (1 year)
	Unreal Engine (10+ years)	C (1 year)
	Zbrush (8+ years)	SQL (< 1 year)
	Blender (2+ years)	VS Code (1 year)
	Unity (2+ years)	Ability to Work Under Pressure
	Adobe Illustrator (10+ years)	Communication Skills
	Adobe Photoshop (10+ years)	Customer Service
	Substance Painter (10+ years)	Fast Learner

AWARDS

Jan 2023 — Jan 2023	Superior Academic Achievement <div>211th RTI NCO Academy</div>
Mar 2021 — Aug 2021	Distinguished Honor Graduate <div>Augusta, GA</div> <p>Graduated 25B MOS Advanced Individual Training at the top of my class.</p>
Mar 2021 — Aug 2021	Soldier of the Quarter <div>Augusta, GA</div> <p>Won a battalion-level competition at 25B MOS School, Ft. Gordon, GA, against 3 challengers from the 551st Signal Battalion. Tested on Army Regulations and doctrine across multiple subjects, including EO/SHARP, Army Leadership, Land Navigation, Rifle Marksmanship, and Military History, by a board of senior enlisted members.</p>
Jun 2015 — Jun 2015	Game of the Year, 2nd Place <p>Game of the Year, 2nd place for "Deep Siege" in the Autodesk CG Student Awards.</p>
May 2015 — May 2015	Best Environment Art <div>Savannah, GA</div> <p>Awarded at the Entelechy Awards for "Deep Siege"</p>
May 2015 — May 2015	Chair's Select Award for "N0-A" <div>Savannah, GA</div> <p>Awarded at the Entelechy Awards for "N0-A"</p>
May 2015 — May 2015	Finalist <div>Savannah, GA</div> <p>Awarded for my hard-surface submission of a recreation of the M739 SAW from Halo 4</p>

REFERENCES

Jack Mamais from Impeller Studios

jack@impellerstudios.com · 9126554512

Darryl Trousdale from Torch Technologies

Darryl.Trousdale@torchtechnologies.com · 2566908864

CERTIFICATIONS

Security+

Issued Dec 2021 · Expires Dec 2024

Credential ID: W13CR35HWHEQQ99F

CompTIA