

Henry Tripp Barrick



Summary Statement

- Experienced generalized 3D modeler, focusing on environment art. Used 3D art skills in creation of various projects for Game Art Design major at University of California, Santa Cruz. Looking for an engaging position allowing for personal drive working as a 3D artist.

Qualifications

- 3D modeling soft(blender, maya, zbrush)
- Texturing and UV unwrapping assets
- 3D modeling experience
- Problem solving
- Time management

Education

- Bachelor in Arts and Design: Games and Playable Media at the University of California, Santa Cruz (expected graduation 2024)
- Bachelor in Anthropology at the University of California, Santa Cruz (expected graduation 2024)

Work Experience

- Art and Design: Games and Playable Media Jam 1 - Anthology
 - Created 3D assets, unwrapped, and textured them
 - Worked with Godot to create prototypes.