

Soleil Hampton

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Skills

- Python
- PySide
- 2D Concept Art
- UI/UX
- Graphic Design
- Art Direction
- Video Production/Editing
- Learning shaders in Unity/Unreal

Software

- Adobe Suite
 - Photoshop
 - Premiere Pro
 - InDesign
 - Substance Painter
 - Illustrator
- Autodesk Maya
- Blender
- Zbrush
- GitHub
- G Suite / MS Office
- Jira / Confluence
- Roblox Studio

Mentorships

Sr Tech Artist Farhan Noor

Technical Artist Mentorship
July 2024 - Present

Game Production Guild

Game Production Mentorship
July 2024 - Present

Blizzard Entertainment

Story & Franchise Development
January 2023 - May 2023

San Jose State University

B.F.A. Animation & Illustration
Magna Cum Laude

VFX Designer Super League // August 2024 - Present

- 2D visual effects for unannounced games including combat and skyboxes
- Collaborated across disciplines with game designers & real-time VFX artists
- Programmed and implemented Photoshop scripts for efficient workflow
- Dissecting game design document (GDD) and researching IP

Website Designer 36Teen Design Studios // May 2024 - September 2024

- Utilized UI/UX expertise to craft user-friendly, responsive sites committed to delivering engaging digital experiences that drive business growth
- Provided wireframe, tested changes, and launched new site seamlessly
- Integrated AI chat functionality to improve engagement and collect data for cost efficiency and scalability

Concept Artist Gamefam // March 2023 - February 2024

- Utilized storytelling expertise, art fundamentals to add to world-building, props and backgrounds
- Present concepts in cross-disciplinary meetings
- Pitched and organized events to improve connectedness and engagement

Production Assistant "Reyna" Short Film // January 2022 - May 2022

- Managed an out-sourced team of ten artists and animators
- Took notes, oversaw production progress, anticipated roadblocks that would slow production, took initiative to find solutions in advance
- Monitored the project budget and ensured resources are used efficiently

Project Highlights

FBX Exporter / Maya / Python October 2024-Present (Work in Progress)

- UI/UX in PySide: pops open a window with options to export to FBX
- Code moves and renames nodes to optimize and standardize workflow, exports textures and converts to designated file type
- Script moves mesh pivot point for easy handling in engine, creates lightmap UV, generates a box collision

Art Director "The Prince's Dilemma" Short Film - June 2022 - May 2023

- Learned new skills to aid team, such as 2D animation, foley design
- Trained producer on resource allocation, schedule development, used GANTT production schedule, leading meetings, budget management
- Managed a team of nine artists, led meetings, created style guide
- Showcased at 100+ film festivals, showcased in classrooms in Canadian elementary schools for education, won eight awards including Best International Animation at Sydney International Film Festival