

# AUSTIN BOOKER

3D Artist and Designer

## SKILLS

High / Low Poly Modeling  
Prototyping  
U.V. Mapping  
Concept / Development  
Rigging  
Texturing  
Texture Baking  
U.I. / U.X. Design

## SOFTWARE

Pixologic Zbrush  
Autodesk Maya  
Autodesk 3ds Max  
Substance Painter  
Substance Designer  
Adobe Photoshop  
Adobe After Effects

## ENGINES

Unreal Engine 4  
Unity Engine

## HARDWARE

Oculus Rift  
Android / iOS  
Windows Phone  
PC / MAC

## CONTACT

Email: [austbooker@gmail.com](mailto:austbooker@gmail.com)  
Portfolio: [www.austinbooker.com](http://www.austinbooker.com)

## EXPERIENCE

### eGYM | FROM OCT 2016 - CURRENT

#### Freelance 3D Artist | Character, Rigging, Rendering

Responsible for Designing, Modeling, and Texturing Characters and Exercise Equipment.

Responsible for Rigging, Posing and Rendering various Exercises and Equipment.

### GROVER GAMING | FROM DEC 2014 - AUG 2017

#### 3D Artist | Character, Environment, U.I. / U.X.

Responsible for Conceptualizing, Developing, and Implementing UI/UX assets into the Unity Game Engine.

Responsible for Designing, Modeling, Texturing, Rigging and Animating 2D and 3D assets for the Unity 3D Game Engine.

### KNIGHTSTRIKE | PHL COLLECTIVE | FROM DEC 2013 - MAY 2014

#### 3D Artist, Interaction Designer | Character, U.I. / U.X.

Responsible for modeling, and texturing 3D assets for KnightStrike.

Assisted the team in developing and determining player interaction.

### PROJECT SPEARHEAD | CARNEGIE MELLON | FROM SEPT 2013 - DEC 2013

#### Artist, Interaction Designer | 3D Assets, Web Design, U.I. / U.X.

Responsible for all art related task on the team.

Assisted the team in developing and designing 2D rapid prototypes and experiments for the virtual reality headset, Oculus Rift - Development Kit #1.

Assisted the team in researching and implementing technologies with the Oculus Rift DK1, such as the Playstation Move, Razor Hydra and the Unity Game Engine.

### MY HERO JOURNEY | CARNEGIE MELLON | FROM JAN 2013 - MAY 2013

#### 3D Artist, Animator | Character, Animation, U.I. / U.X.

Responsible for texturing, rigging and animating 2D / 3D assets for an interactive exhibit.

Assisted the team in designing, developing, and playtesting a child friendly user interface that encouraged children to read and create stories.

Assisted the team in designing, building and installing the physical interactive exhibit in the San Antonio Childrens Museum of San Antonio, TX.

## EDUCATION

### MET | MASTERS OF ENTERTAINMENT TECHNOLOGY

Carnegie Mellon University, USA - May 2014

### BFA | BACHELOR OF FINE ARTS

New Jersey City University, USA - May 2011