Devon Bennett

Environmental Artist

OBJECTIVE

Driven Environment Artist committed to contributing to team success through exceptional work ethic, meticulous attention to detail, and outstanding organizational abilities. Proficient in creating game art and well-versed in industry-standard programs and tools. Highly motivated to continuously learn, grow, and excel in the rapidly evolving gaming industry.

CONTACT

Leander, Texas

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EDUCATION

Degree in "Game Development, Animation & Motion Graphics"
Austin Community College, Austin, TX

SOFTWARE EXPERIENCE

- 3DS Max
- Maya
- Blender
- ZBrush
- Marmoset Toolbag
- Unity
- Unreal Engine
- Adobe Photoshop
- Substance Designer
- Substance Painter

RELATIVE SKILLS

Excellent Verbal and Written
Communication Work-Flow Planning
Progress Reporting
Teamwork and Collaboration
Problem-Solving
Self-Motivated
Time-Management
Passionate

WORK EXPERIENCE

Lead Environmental Artist | Metaverse Crowdsource
Austin, TX | 2022 - Current

- Facilitated open communication between teams to address concerns and ensure smooth collaboration.
- Mentored junior artists in creating assets and textures consistent with art styles and constraints using the PBR workflow, providing constructive feedback.
- Ensured all assets created by the art team and outsourced studios conformed to the style and technical guidelines of the project.
- Developed and implemented efficient pipelines for asset creation, texture development, and smooth game integration.
- Created trim sheets, modular kits, hero assets, textures, UV maps, foliage, decals, world-building elements, and managed lighting.
- Established new projects with proper file organization, naming conventions, and workflows for optimal team efficiency.
- Verified and improved the quality of objects and environments in Unity, as well as game maps, making necessary adjustments.

General Environmental Artist | Coven
Austin, TX | 2021 - 2022

- Conducted extensive research on references to create assets consistent with chosen art styles and historical periods.
- Utilized Photoshop to design concept art and turnaround sheets for diverse monster characters.
- Engaged in cross-functional collaboration with designers, art leads, and animation teams to integrate game assets and ensure proper functionality.
- Produced meticulously planned high and low poly assets in cooperation with Art leads, minimizing excessive polygons and vertices.
- Optimized UV space by proficiently unwrapping models and ensuring even distribution of UV tiling.
- Applied textures to models using Substance Painter in adherence to references agreed upon with designers and Art leads.
- Collaborated with multiple teams to receive and implement constructive feedback, enhancing models, unwraps, and textures for seamless integration with Unity and effective storytelling.

REFERENCES
Available Upon Requests