

Contact

www.linkedin.com/in/chelsea-whitmore-1635b18b (LinkedIn)

Top Skills

Character Animation
Traditional Animation
Photoshop

Chelsea Whitmore

3D Artist at Facebook
San Francisco Bay Area

Summary

Hi! I'm a 3D artist! View my portfolio here: <http://www.chelsea-whitmore.com/>

Experience

Facebook
3D Artist
March 2020 - Present (3 years 2 months)
Menlo Park, California, United States

Google via Adecco
3D Generalist
June 2018 - March 2020 (1 year 10 months)
Mountain View, CA

3D visualization on internal VR projects at Google.

AugiDish
3D Artist
March 2018 - August 2018 (6 months)
Palo Alto / LA

Created a pipeline for turning photo-scanned restaurant dishes into PBR, mobile-ready assets in Unity, using Maya, 3D-Coat, Photoshop and Substance Painter.

Titanium Falcon, Inc.
Game Designer
June 2017 - February 2018 (9 months)
San Jose, California

Created game demos for mobile, GearVR, and PC/Mac in Unity to showcase the Talon, a motion-control bluetooth ring, including concept, 2D and 3D art, design, and scripting.

Zynga
3D Art Intern

May 2016 - August 2016 (4 months)

San Francisco Bay Area

Created 3D rendered images in Maya for 2D assets for Zynga Poker from concept art, for promotional art, and environment art.

Galileo Learning

Assistant Instructor

July 2015 - August 2015 (2 months)

Palo Alto High School

Assisted Lead Instructors in several camp majors, including Minecraft Modding, Go-Karts, and 3D Game Design, as well as supervising and leading activities for campers at a fun, innovation-gearred art and science camp.

Education

Ringling College of Art and Design

Bachelor of Arts (B.A.), Game Art and Design · (2013 - 2017)

Freestyle Academy of Communication Arts and Technology

High School, Web-Audio · (2011 - 2013)