

DELTON HULBERT

Games Art Writing

cell: (207)312-4153
hulbert.delton@yahoo.com

120 Water St. #521,
Leominster, MA 01453

deltonhulbert.com

Professional Profile

Digital artist and game designer focused on efficiency and technical improvement for character modeling. Resourceful, analytical, and inventive in workflow for creation of 3-dimensional assets for use in games and animation. Skilled in the concepts and principles of 3-dimensional art and design.

Technical Skills

Concepts: Low and high polygon 3D modeling, texture mapping, rigging, animation, animation implementation, motion capture cleanup, character design, concept art, programming, writing.

Software: Maya, 3DS Max, MotionBuilder, ZBrush, Photoshop, Quixel Suite, Unity, Blueprint in Unreal 4.

Education

Communications Media in Game Design - Fitchburg State University Sept. 2014 - current
Courses: 3D Modeling II, Animation, Independent Games Studio, Game Narrative Design, ZBrush Studio

Dean's List - Spring 2016.

Made 5 games in a calendar year, with roles spanning character art, environment art, programming, production, writing, and GUI design. President of Game Design Student Association for two years. First student to create a game for the HTC Vive. Participated in Global Game Jam 2016.

Interactive Media in Game Design - Suffolk University Sept. 2011 - May 2014
Courses: 3D Modeling, 2 Dimensional Design, Digital Painting, Product Design, Life Drawing, Acrylics, Games Seminar

Pushed for representation for IMGD students in the Illustration department. Responsible for acquisition of 3D modeling classes.

Professional Experience

Enforcer - Penny Arcade Expo Apr. 2014 - Current
Aided 6 game development with any and all needs, from traffic flow to scheduling to breaks and time management. Worked 36 hours in three days.

Media Assistant/Runner - Boston Festival of Indie Games Sept. 2014
Maintained communication between convention staff and volunteers teams, provided assistance to guests and to volunteers. Worked 14 hours in one day.

Projects

Skoguth - March 2015. Character design, rigging, animation, environment art. Featured in PC-Gamer's "Free Games of the Week". One month.

The Shrine - January 2016. Environment art, sound, writing. Global Game Jam 2016.

Friender Bender - November 2016. Environment art, textures, art direction. Concept from Polygon.com podcast, CoolGames, Inc.

The Usual Magic - December, 2016. Programming, concept, design. HTC Vive game.