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deltonhulbert.art

# DELTON HULBERT

## Professional Profile

Digital artist and game designer focused on efficiency and creativity in design work and 3D modeling. Resourceful, analytical, and reliable in workflow for creation of digital assets for use in games and animation, as well as design solutions for the same. Skilled in the concepts and principles of 3-dimensional art, character design and development, and game design.

## Technical Skills

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

**Software:** Maya, 3DS Max, MotionBuilder, ZBrush, Photoshop, Substance, Marvelous Designer, Unity, Unreal 4.

## Education

**Communications Media in Game Design** - Fitchburg State University    Sept. 2014 - May 2017

*Courses: 3D Modeling II, Animation, Independent Games Studio, ZBrush Studio*

Dean's List - Spring 2016, Fall 2017, Spring 2017.

Made 6 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, 2017. Last semester was a full-time game creation project in cooperation with Dejobaan Games. President of the Game Design Student Association.

**Interactive Media in Game Design** - Suffolk University

Sept. 2011 - May 2014

*Courses: 2-Dimensional Design, Digital Painting, Life Drawing, Acrylics, Color Theory*

## Professional Experience

**Senior 3D Artist**- Monsarrat, Inc.

Dec. 2016 - July 2017

Facilitated and managed a team of remote artists and created 3D assets for use in a mobile AR game under an extremely tight schedule. Characters, props, animation, rigging.

**3D Artist (Contract)**- Tricky Fast, LLC

Jul. 2017 - August 2017

Contracted to produce illustrations and 3D assets for the use in several demo projects for the CAT visual scripting system. 1 month project.

## Projects

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

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

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

**Big Movement** - July, 2017. Concepts, environment art/props, character art, rigging, animation, quality assurance. Mobile AR game.

**CAT** - July, 2017. Concepts, background illustrations, character, environment, prop modeling, animation, rigging. View my work on their YouTube channel.