Justin Moore

Game Developer / 3D Artist

Olathe, KS
justinmoore.art@gmail.com

Links

[Portfolio](#)

Skills

Shader Development

3D Modeling

Animation Techniques

Game Mechanics

UI Design

Engine Performance Optimization

Project Management

Unity

Unreal Engine

VBS 3

Substance Design Suite

Megascans

Game Engine Optimization

Adobe Suite

Errant Worlds

PCG Deveolpment

Game Developer and 3D Artist with extensive hands-on experience in creating high-quality shaders, 3D models, animations, and innovative game mechanics. Proficient in utilizing Unity, Unreal Engine, and Virtual Battle Simulator (VBS), I have collaborated with diverse clients on a range of applications. I played a pivotal role in the successful publication of over seven PC titles, enjoyed by hundreds of thousands of users each year.

Employment history

Terrain Tech, nFocus — Aug 2023 - Present
Fort Leavenworth, KS

- Lead department game engine conversion from VBS to UE 5 - Overall outcome was a major advancement in the programs game development quality
- Wrote and developed workflow/pipeline for the transition to UE 5
- Designed multiple custom features for the new game engine. Which advanced the entire department professional look at a fraction of the cost. This includes UI design, and development of plugins for the end user experience.

Terrain Tech, BMA — Aug 2020 - Aug 2023
Fort Leavenworth, KS

- Develop mood boards for presentation and development
- Work with historian or government project lead to develop overall game develop strategy
- High resolution 3d assets creations ranging from terrain assets to scene props assets
- Low resolution retopologizing follow strict poly-count
- High quality game engine optimized textures and shaders

Education

Southern New Hampshire University, Hooksett, NH
Bachelor's in Game Development

Johnson County Community College, Overland Park, KS
Associates in Game Art and Visual Effects

Academy of Art University, San Francisco, CA
Associates in Fine Arts