

MIA TUCKER

3D Game Designer

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📍 Atlanta, GA

🌐 [LinkedIn](#)

EDUCATION

Bachelor of Fine Arts
Interactive Design and
Game Development

**Savannah College of Art
and Design**

📅 2009 - 2013

📍 Savannah, GA

SKILLS

- Autodesk Maya
- Substance Painter
- Autodesk 3ds Max
- NVIDIA PhysX
- V-Ray
- World Machine
- ZBrush
- Unreal Cascade
- Oculus Medium
- Simplygon

WORK EXPERIENCE

3D Game Designer

Scopely

📅 2019 - current

📍 Atlanta, GA

- Conducted 516+ hours of game testing to rectify bugs, **increasing the game's stability and performance by 23%.**
- Led the rapid prototyping of 26+ game concepts using Autodesk Maya with 19+ receiving green lights for full development, showcasing a 78% success rate.
- Created and refined 264+ intricate 3D game assets in ZBrush, upgrading the visual detail score by 41% in user reviews.
- Pioneered an efficient workflow by integrating World Machine, leading to a 34% decline in terrain generation time and saving hundreds of work hours.

3D Animator

Tripwire Interactive

📅 2016 - 2019

📍 Roswell, GA

- Designed and implemented 21+ animation sequences using Autodesk 3ds Max, which contributed to central storylines and cinematic segments of the game.
- Followed optimization techniques in Substance Painter, decreasing texture load while retaining quality **which improved runtime performance by 27%.**
- Leveraged V-Ray to serve as the go-to specialist for lighting setups, enhancing the mood and aesthetics of multiple projects and contributing to award-winning campaigns.
- Used advanced compositing skills to blend 3D elements with live-action footage seamlessly in 9+ projects.

Junior 3D Animator

Hi-Rez Studios

📅 2013 - 2016

📍 Alpharetta, GA

- Developed 14+ character animations in various project settings, optimizing designs with NVIDIA PhysX for creating realistic movements.
- Implemented Simplygon for LOD (Level of Detail) management, **reducing asset data size by up to 29% without compromising on quality.**
- Employed Unreal Cascade to develop special effects on 3 cutscenes, significantly elevating the story's emotional impact.
- Assisted senior animators in rigging 18+ models, gaining experience in fine-tuning animations and cutting rigging time by 7%.