

## Travis Everett

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Portfolio: <http://www.TravisEverett3D.com>

### OBJECTIVE

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My objective is to obtain an Environment Artist position while looking to advance my skills and further develop my career.

I'm a 3D Artist specializing in the creation and optimization of low poly videogame assets and highly detailed models. My focus lies in the areas of environments, prop, vehicle, and weapon creation. However, I'm capable of creating much more.

### SKILLS

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#### Software

- 3DS Max
- Maya
- Photoshop
- ZBrush
- Mudbox
- UDK
- Unity
- NDo
- DDo
- Crazy Bump
- XNormal
- Marmoset Toolbag
- MS Office

#### Skills

- High Poly / Sub-D Modeling
- Hard Surface Sculpting
- Organic Sculpting
- Low Poly Modeling
- Texturing (Hand Painted / Photo Manipulation)
- Modular Design (Models / Textures)
- Prop Placement
- Scrum

### TITLES SHIPPED

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- **Offensive Combat** (PC) (U4iA Games)
- **RockBand 3** (Liquid Development)
- **Crow** (iOS) (Sunside Games)
- **BRIG** (PC) (School Game Project)
- **Other:** Architectural Renderings of a yogurt shop in Dallas, TX.

### PROFESSIONAL EXPERIENCE

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#### **Environment Artist**

May 2012 – January 2014

##### U4iA Games

Duties included creating props, environment assets, weapons, and textures for Offensive Combat. In addition to that I created proficient unwraps, stayed within the technical limitations of the Unity 3D Engine, and stuck to a consistent art style that was set by the team. I owned the Gun Range map, and did a large chunk of art on almost all the other maps. While working on weapons I went through the entire process of High/Low Poly modeling, texturing, rigging, and building the bundles that Unity requires.

#### **Freelance Environmental Artist**

September 2011 – March 2012

##### Sunside Games

Duties included creating and delivering high/low poly assets, bake normal/ao maps, and provide textures to be baked down into one small texture. I created all the assets in the castle level of Crow on the iOS.

**Freelance 3D Artist** June 2010 – August 2010  
*Gunn Productions*  
Duties included making low poly 3D models, textures, and improving some of the pre-existing textures for an educational title.

**Freelance 3D Artist** December 2009 – February 2010  
*Liquid Development*  
Duties included creating a high/low poly model, and texturing a vehicle for RockBand 3. While getting constant feedback from the Lead Artist.

**Freelance 3D Artist** November 2009 – December 2009  
*Liquid Logixx*  
Duties included creating 3D architecture renderings of a yogurt shop called Berry Berry in Dallas, TX. This included modeling, texturing, lighting, and using V-Ray for rendering.

## INDIE/MOD EXPERIENCE

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**Environment Artist** August 2011 – December 2011  
*Disposable Entertainment (Team Game @ The Guildhall)*  
For our capstone game at The Guildhall we made the game BRIG, a 3rd person over the shoulder sci-fi shooter in UDK. I created the majority of all the environment assets in the game. The majority of which I conceptualized myself. I then proceeded to take the assets through our set pipeline of modeling the high poly, modeling the low poly, unwrapping, baking normal/ao, texturing, and importing them into UDK.

**Environmental Artist** March 2010 – April 2010  
*Flaming Brain Studios (Indie Team)*  
Flaming Brain Studios is a volunteer group of people that are making a game in UDK. Duties included modeling and texturing environmental objects. Such as, weapons, vehicles, and other misc. objects.

**3D Artist** May 2009 – August 2009  
*Marooned Games (Indie Team)*  
Marooned Games is a volunteer team of people around the world. Duties included modeling, and texturing 3D ships and enemies.

**3D Artist** March 2009 – December 2009  
*Project Stealth (Mod Team)*  
Project Stealth is a team of people creating a total conversion UDK mod. Duties included modeling and texturing props.

## EDUCATION

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**The Guildhall @ Southern Methodist University** 2010 - 2012  
*Plano, TX*

- Professional Certificate in Game Art Creation

**Texas State Technical College** 2007 - 2009  
*Waco, TX*

- Associates Degree in Digital Media & Design

**Belton High School** 2002 - 2006  
*Belton, TX*