Rene Fisher

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OBJECTIVE

I am a passionate artist with a strong interest in 3D environments for games, who also possesses a background in digital illustration. I specialize in creating believable historical, contemporary, and fantasy environments with a careful attention to detail and a unique and cohesive style.

RELEVANT SKILLS

Photoshop

- Experienced in Digital Painting techniques, and general use of the program
- Proficient in photo editing, altering and handling RAW images in Photoshop
- Effective at creating seamless textures in both photosourced and handpainted styles

Maya/3ds Max

- Experienced in High-poly and Low poly modeling
- Proficient UV mapping skills

Unreal Development Kit (UDK)/Unreal Engine 4

- Experienced in importing and assembling assets in UDK and UE4
- Familiar with Lighting and Post Process settings within UDK and UE4
- Capable of creating custom materials in both engines

Zbrush

- Capable of creating high detail sculpts and baking down to a low poly mesh
- Familiar with texturing and adding details with alphas custom brushes

Substance Painter/Quixel Suite/xNormal

- Familiar with using Substance Painter for texturing, removing seams and baking maps.
- Experience with Quixel products to create PBR texture and normal maps
- Proficient at using xNormal to bake a high poly mesh down to a low poly mesh

EXPERIENCE

2D Mobile Game Artist for Mayo Digital

2016-2017

- Acted as the sole artist for a Hidden Object Mobile Game, including concept art, full illustrations, UI design and Art direction.
- Worked remotely and met daily to discuss direction and progress on the game.

Environment Artist at Dox Studios

2015

- Responsible for creating a realistic environment in UE4, including models & textures for buildings, terrain, foliage and props, as well as the art direction for the game.
- Lead the implementation of art assets into the engine, including set dressing & lighting

Freelance for Theory Tank Inc.

2015

- Created renders of a 3D environment for a mobile application. Gained experienced in creating material for a pitch, and meeting the client's demands and deadlines.

Art Director and Lead Environment Artist for Grave Mistakes

2014

- Lead the creative vision for a 3D stylized adventure game
- Utilized the Agile development methodology, acted as Scrum Master
- Created concepts, design, and models for the majority of the environment

EDUCATION

Savannah College of Art and Design

2011 - 2015

BFA in Interactive Game Development (Magna Cum Laude)