



ARCHIE GARCIA

Environment Artist

archie.ngarcia05@gmail.com | C: 559-708-1569

Websites/Portfolio

www.archiegarcia3d.com
www.linkedin.com/in/archiengarcia
www.artstation.com/archiengarcia

Education

Gnomon Visual Effects, Games & Animation
Los Angeles, CA
Certificate in Digital Production
Graduated 07/2020

California State University - Fresno
Fresno, CA
BA - Arts (3D Animation)
Graduated 06/2017

3D Software / DDC Applications

- Maya
- Unreal Engine 4/5
- ZBrush
- Substance Painter/Designer
- Marmoset Toolbag
- Adobe CC
- Houdini

Skills/Traits

- Hard Surface Modeling
- Optimization for Performance
- PBR Texturing
- Trim Sheets
- UV Mapping
- Unreal Engine Material Editor
- Unreal Engine Blueprinting
- Animation
- Proactive
- Collaborative
- Adaptable

Summary

Experienced 3D Environment Artist specializing in game-ready 3D assets for real-time applications. Proven expertise in hard surface modeling with Maya and ZBrush, texturing with Substance Painter/Designer, and environment building with robust material setups in UE4/5. A proactive and adaptable team player with a successful track record in a remote work environment.

Experience

3D Environment Artist

JPCConnelly | Valley Village, CA
08/2020 - 07/2023

- Collaborated with a team of 3D artists, leads, and designers to create diverse 3D environments for TV shows, interiors, special events, and green screen content using Unreal Engine.
- Produced a wide range of hard surface assets and materials, utilizing Maya and Substance Designer/Painter, for seamless integration into Unreal Engine.
- Developed custom Unreal Engine materials with versatile parameters for efficient art direction adjustments.
- Orchestrated camera movements and still shots within UE sequencer, rendering video and still images for client review and iteration.
- Thrived in a remote work environment, emphasizing effective verbal and written communication to achieve efficient task delivery.
- Maintained rigorous adherence to asset naming conventions and effectively utilized an online version control system for collaborative project iteration.

3D Generalist Internship

HCS Water Institute | Fresno, CA
02/2017 - 05/2017

- Collaborated with a small team to concept, model, texture and animate a product demonstration video for a clean energy startup company.
- Delivered product resulted in significant increase in company investments.
- Communicated efficiently with company leads to maintain clear understandings of goals and objectives.