

EMMA CAMPBELL

Portfolio (password: ECred): <https://www.emma-campbell-art.com/unreleased-3rd-person-shooter.html>
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Education

Champlain College, Burlington, VT, *May 2017*

Bachelor of Science in Game Art and Animation, Minor in Foreign Languages

GPA 3.8; Graduated Summa Cum Laude

Work Experience

Environment Artist, Senior Environment Artist, *Red Storm/Ubisoft*, Cary, NC

July 2019--Present; Unreleased Realistic Third-Person Shooter, *Assassin's Creed Nexus VR*

Worked in Snowdrop on propping, environment design/concept, and worldbuilding for an unreleased third-person open world title. Collaborated with level design, missions teams, tech artists, and the art director to better achieve the vision for the title.

Worked in Unity on modular buildings and props for *Assassin's Creed Nexus VR*, with a focus on reworking/building assets to accommodate scripting and strict budgetary restrictions.

3D Environment Artist, *Funcom*, Durham, NC

June 2017--June 2019; Unreleased Stylized Sci-fi FPS, *Secret World Legends*

Modeled and textured realistic props for an unreleased sci-fi fps, propped playfields, and worked closely with level designers and concept artists to achieve a stylized sci-fi style.

Modeled and textured 3D assets, composed and propped playfields, lit scenes and modeled weapons for the MMO *Secret World Legends*

Worked briefly on concepts and assets for MMOs *Age of Conan* and *Anarchy Online*

Class Instructor, *Champlain College*, Burlington, VT

August 2020--May 2021; Online Portfolio Tools Course

Communicated with students, provided detailed portfolio critique and instructions for improvements, and gave resources for building a competent portfolio.

Program Literacy

Unreal Engine 4 + 5

Autodesk 3DS Max + Maya, Blender

Substance Painter, Designer, & B2M

Rizom UV

Pureref, Perforce + Jira

Unity

Photoshop + Clip Studio Paint

Zbrush

Marmoset

XNormal + Quixel Suite

Relevant Experience and Information

- Experienced with many aspects of the art pipeline, from props, to tech art, to lighting, to worldbuilding/level art. Have worked in a great many different engines under various restrictions and shifting timelines.
- Love of playing guitar, travel, books, history, horror fiction podcasts, and tabletop RPGs