Game Artist | Concept Artist
ISABEL GRAYCE

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EDUCATION

8/2017 – 5/2019

SMU Guildhall, Professional Certificate in Digital Game Development, Plano, TX

6/2010 – 1/2012

Wellesley College, Biological Sciences
(Evolutionary Biology), Wellesley, MA

6/2009 – 8/2009

Laguna College of Art and Design, Laguna, CA
Summer class: Portfolio Design

SKILLS

Texturing (PBR and Handpainted)
Material Creation
Concept Art
Character design
Environment design
Visual development
Illustration
Lighting
Optimization
3D Modeling
2D Animation
3D Animation
3D Sculpting
UI/UX Design
Unwrapping
VFX

SOFTWARE

Adobe Photoshop
3DS Max
3D-Coat
Zbrush
Mudbox
Marmoset Toolbag
Substance Painter
Substance Designer
Unity
Unreal Engine 4
Unreal Motion Graphics
InDesign
Corel Painter

TEAM PROJECTS

La Rana (Puzzle/Exploration, PC/PS4) Unreal Engine 4   **6/2018 – 12/2018**
Artist – 14 developers *(1 of 4 artists)*
- Set up and maintained all dynamic materials
- Collaborated with the other artists to create concept art as needed
- Wrote the Texture, Lighting, Color, and Water sections of the Art Style Guide
- Responsible for lighting levels
- Worked with the Lead Artist on final aesthetic passes on all levels
- Troubleshot for graphics performance issues and optimized as needed
- Modeled, textured, and maintained the mod-kit with the assistance of the Lead Artist
- Painted the game banner and posters
- Created the water bubble HUD and created initial menu sprites

Interstellar Racing League (Multiplayer Racing, PC) Unreal Engine 4   **1/2018 – 5/2018**
UI Artist – 55 developers *(1 of 15 artists, only UI artist)*
- Designed and created, as well as implemented (along with the UI programmer) all main menus and components
- Created and helped implement single and multiplayer HUDs (1-4 player)
- Concepted and rendered the four 2D player characters
- Set up initial UI animations to serve as guidelines for other developers
- Wrote UI Style Guide and was consulted on color + shape language for the Art Style Guide
- Wrote Lighting Guide for team to use as reference documentation

Colorless (Isometric/Puzzle, Android) Unity   **8/2017 – 12/2017**
Artist – 5 developers *(only artist)*
- Created all art assets (environment, character, UI, splash screens, animations, lighting)
- Assisted with bug fixing and script creation, including writing basic Unity shaders

INDIVIDUAL WORK

Thesis (Modular Asset Creation) Unreal Engine 4   **6/2018 – 2019**
- Created all assets from scratch (concepts, meshes, materials, particles, blueprints)
- Optimized assets and materials using instances of one master material
- Designed assets which could be used modularly to create many unique levels