

# Your Name

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City, State Abbreviation Zip Code | (123) 456-7890 | email@example.com | LinkedIn | Portfolio

## Profile

- Experienced artist specializing in 3D and 2D video game content production. Over six years of experience and a strong skill set in commercial art production software. Demonstrated ability to create visual assets, ensuring illustrations, animations, models, and textures meet strict quality standards and project timelines. Shipped five major titles within the Nintendo franchise.

## Education

- Bachelor of Fine Arts (BFA) | Woodbury University, Los Angeles, CA | September 2013 – May 2017

## Certifications

- Adobe Photoshop Certification, Adobe, 2016

## Key Skills

- 3D and 2D art production
- Communication
- Game development
- Photoshop, Substance 3D Painter, and ZBrush
- Quality assurance
- Team collaboration
- Unreal Engine

## Professional Experience

### **ARTIST II | NINTENDO SOFTWARE TECHNOLOGY CORPORATION, REDMOND, WA | JANUARY 2022 – PRESENT**

- Produce illustrations, 3D models, and textures for characters, environments, and objects
- Created over 150 unique 2D assets in 2022 for product UI
- Review, analyze, and test products under development to maintain Nintendo's high standard of quality and timeliness
- Assisted in the creation of 40 animations for in-game characters and objects
- Collaborate with senior artists on up to two major game projects per year
- Mentored three junior team members in 2023 to help improve their art production skills

### **ENVIRONMENTAL TEXTURE ARTIST I | NINTENDO SOFTWARE TECHNOLOGY CORPORATION, REDMOND, WA | AUGUST 2017 – NOVEMBER 2021**

- Created illustrations, 3D models, and textures for objects, environments, and characters
- Developed over 50 unique environmental textures for each in-game level
- Maintained proficiency in commercial and Nintendo proprietary art production tools
- Delivered visual assets ahead of schedule for 12 game development milestones
- Assisted in conducting internal art reviews, identifying and addressing visual issues before they reached the final product