



Dennis B. Porter

3D Environment Artist

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TECHNICAL ABILITIES

Skills

- High Poly Modeling
- Low Poly Modeling
- Texturing
- UV Mapping
- Rigging
- 3D Animation
- MEL Script
- HTML/CSS

Software Packages

- Maya
- ZBrush
- xNormal
- Substance Painter
- Substance Designer
- 3D Coat
- Photoshop
- Unity3D
- Unreal Engine 4
- handplane

WORK HISTORY

Contract Environment Artist

Certain Affinity

September 2015 – Present

- Utilizes proprietary software on a per-project basis to facilitate the integration of art assets
- Works closely with multiple departments to achieve high quality textures, accurate lighting, and maintain general asset organization
- UV maps, creates LODs, and collision for in-game assets
- Creates high quality procedural PBR materials for provided 3D models

Contract Generalist

Hellfire Games

April 2015 – September 2015

- Converted and created unique PBR materials for use in dynamic environments
- Enhanced visual quality of art assets and ported from PlayStation 3 to PlayStation 4 platform
- Worked with particles, animations, wardrobe systems, vertex paint shaders, lighting, and LODs
- Quickly integrated into the team and helped improve the art pipeline
- Developed custom tools in Maya to hasten the art production pipeline

Freelance Artist

Austin, TX

(Shipped Title: ARK: Survival Evolved)

January 2014 - April 2015

- Created custom organic and hard surface rigs and animations for clients
- Modeled, UV unwrapped, and created PBR textures and LOD models for video games
- Modeled and prepared objects for 3D printing devices
- Provided client consultations relating to the game and asset production pipeline

Lead Artist & Technical Director

Retora Game Studios

(Shipped Title: Haunted Escape)

May 2013 - December 2013

- Modeled & textured environmental assets and implemented them into the Unity game engine
- Rigged & animated props and implemented them into the Unity game engine
- Developed tools and pipeline enhancements for Maya on a per-project basis

LEC Tutor

University of Advancing Technology

February 2012 – July 2013

- Hand-picked by faculty for position
- Tutored in modeling, texturing, rigging, and animation in both 2D and 3D
- Set up workshops in various areas of 2D and 3D art

EDUCATION

University of Advancing Technology

GPA: 4.00

Bachelor of Arts: Game Art and Animation

May 2010 – December 2012

- Areas of study: high- and low-poly 3D modeling, animation, design and texturing, 2D concepts