

Campbell Fletcher

Game Artist

Winooski VT

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Professional Summary

I'm a 3D modeler and Game Art generalist who loves pushing boundaries and creating inspiring and interesting things, especially with a passionate team.

Skills

- Autodesk Maya
- Adobe Photoshop
- ZBrush
- Substance Painter
- UE4 + Unity
- C# (primarily Unity)
- Python (primarily Maya)

Experience

Sundae Month, Winooski VT - 3D Artist

09/2014 - Present

Designed, modeled, and textured all 3D assets for *Diaries of a Spaceport Janitor*, from environments to vehicles. Currently character artist & art director on an upcoming project. Also worked as 3D prop artist & 2D creature artist on some unreleased projects.

Champlain College, Burlington VT - Student Production Game Artist

Worked with deadlines and strangers to produce the best work we could.

Morgan Taylor, Woodstock NY - Illustration cleanup

02/2014 - 12/2014

cleaned color pencil illustrations in photoshop
separated and organized layers for use in AfterEffects

Education

Bachelor of Science: Game Art & Animation

Champlain College - Burlington VT

Class of 2017