

CARL KENT - 3D ARTIST
Melbourne, Australia
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Portfolio: www.carlkent.com

PROFILE: I'm a Passionate & Dedicated 3D Artist Specializing in Environments & Props.
I have 2 published games, Miscreated available on PC & Flame Run available on iOS & Android.
My goal is to work in a studio that creates amazing games and experiences with people who more importantly love what they do.

TECHNICAL SKILLS:

- High to Low poly modeling & baking expertise
- Expertise in both next-gen & mobile-spec asset creation
- Painting & Sculpting expertise
- Proficient working with Unity & expertise with CryEngine
- Game Engine Optimization, Physics Proxies, LOD's & Material Setup
- Creating Photo-realistic PBR, Hand-drawn & Stylized Textures

SOFTWARE KNOWLEDGE:

- Autodesk Maya
- 3D Coat
- World Machine
- Zbrush
- Marmoset ToolBag
- Unity
- Photoshop
- nDo 2 & dDo
- CryEngine 3

EXPERIENCE:

March 2014 – Present

Entrada Interactive - Environment Artist

My Roles Include the Creation of Environmental Assets, Structures, Props, Player Items, UV Mapping & Texturing for the Game [Miscreated](#).

ACCOMPLISHMENTS/ACHIEVEMENTS:

January 2015 – Flame Run ([iOS](#) – [Android](#))

Developed & published a mobile app called Flame Run. I founded the project & created all the artwork for the title

November 2013 - Post Apocalyptic Ak47

1st Place in Prop Category of the [Construct3D](#) Competition.

Sponsored by Quixel, Marmoset, SketchFab, AiE & Judged by Dave Fletcher – Sony Studios

EDUCATION:

January 2012 - December 2013

[Academy of Interactive Entertainment \(AIE\)](#) - Melbourne, Australia

Advanced Diploma of Professional Game Development

Specializing in Game Design & Production - Awarded December 2013

REFERENCES: Available upon request.