

Cameron Hughes

ENVIRONMENT ARTIST

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Salt Lake City, Utah

Education

UTAH VALLEY
UNIVERSITY

Bachelor of Science
in Digital Media
2013

Software

FOCUS

Maya
Zbrush
Photoshop
Unity

KNOWLEDGABLE

Unreal 4
Substance Painter
Substance Designer
World Machine
Quixel Suite

Work Experience

REACT GAMES LLC.

Lead 3D Artist | July 2014 - Current

At React I wore a lot of hats and worked on various art styles/pipelines for companies such as Disney, Hi-Rez, and The Void to name a few. I worked on many projects ranging from AAA 2D sprite based games, small mobile 2D/3D games, VR/AR both mobile and PC, and Current Gen Consoles. I was in charge of Environments, Textures, Shaders, Lighting, VFX, and often helped with Character/Animations when needed.

MYROOMS INC.

3D Artist | May 2013 - March 2014

I was in charge of Designing, Modeling, Uving, Texturing, Lighting and Packaging Environments to send to our Unity3D Dev team. When needed, I helped on assets as well. Along with doing these tasks I worked with the other in house artist and outsourcing artists to develop and a pipeline for lighting environments and props. Along with that we had to develop specifications for each environment to allow users to customize their own textures and allow assets to transfer to each room without any clipping/disappearing issues.

FREELANCE WORK

Various studios

BluFire Studios

Environment Modeling

Kaleidoscope Pictures Inc

Environment Background Prop Painter

Marquee Producitons

3D Artist

Skills

- Hand Painted Textures
- Digital Sculpting
- Node Based Shaders
- Lighting
- VFX
- Hard surface Modeling/Baking
- World Building