

# CASEY COAUETTE

## ENVIRONMENT ARTIST

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### Summary of Qualifications

Passionate Junior Environment Artist with 3 years of professional design and 3d experience.

Skilled in environment design and layout, 3D modeling, look development, graphic, print and web design.

Strong organizational and analytical skills with ability to prioritize numerous projects and meet deadlines

Excellent verbal and written skills for communicating effectively among diverse audiences

Expanded a 3D production team from 10 to 700+ members

Tested and implemented proprietary tools

Produced training materials and mentored Here's production teams on 3D mapping

Visionary, innovative and resourceful problem-solver

Conduct and promote ethical business practices and procedures

### Experience

#### **3D Modeling Projects**

High Definition Road Maps

*Technical Specialist I - Here North America LLC*

Modeled and textured 3D roads and buildings using an iterative process within Here's high definition roads project.

AAA Environment Art Mentorship

*Mentored by Ryan Benno of Insomniac Games*

Creating AAA quality environments under the guidance of Ryan Benno, including layout and design, 3D modeling and texturing assets, lighting, and rework.

#### **Interpersonal and Teamwork**

Established and implemented a written training program with a team of three colleagues to launch 3d technical artists program for Here India. Program included creation of 3D maps, modeled and textured 3D buildings, and optimizing 3D production processes.

Traveled to India with team members to launch 3d technical artists program

Created mentor program to support 700+ technical artists, providing support and problem solving for complex road modeling scenarios for Here India.

### Education

#### **Environment Art Mentorship**

*Mentored by Ryan Benno of Insomniac Games*

#### **Minnesota State University Moorhead**

*Bachelor of Science in Graphic Communications  
Emphasis: 3D Modeling and Animation*

**Present**

**2015**

### Skills

Hard Surface and Organic 3D Modeling

Environment Design and Lighting

Look Development

UV Mapping

PBR Texturing

Traditional and Digital Drawing

Digital Sculpting

Game Level Design

### Software

Autodesk Maya

Pixologic ZBrush

Allegorithmic Substance Painter

Allegorithmic Substance Designer

Unreal Engine

3D-Coat

Marmoset Toolbag

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Microsoft Office

### Employment History

**Here North America LLC 2015–2018**

**Hornbacher's Market 2013–2015**

**Courtyard by Marriott 2012–2013**

**Hugo's Family Market 2008–2012**