


Austin Labarbera

772-323-8999 

ALabarbera95@gmail.com 

AustinLabarbera.art 

[Linkedin.com/in/AustinLabarbera](https://www.linkedin.com/in/AustinLabarbera) 

Experience

JULY 2017 – PRESENT

3D Digital Artist | Oshkosh Corporation

- Established the 3D asset pipeline for interactive applications in Unity 3D
- Build/optimize models & textures in Unity 3D to be used on low-end hardware
- Created a large terrain to be used on a simulator built in a proprietary engine
- Build, texture, light, and post-process environments for Unity VR applications
- Introduced Maya & Substance to the pipeline
- Mentor interns and other artists on high to low-poly asset creation
- Experience developing using a GIT repository

AUGUST 2015 – DECEMBER 2016

3D Environment & Texture Artist | College Capstone Project (Indian River State College)

- Led a team of 4 other students in the creation of an online FPS game
- Served as project lead, 3D modeler, and texture artist

Skills

- 3D Modeling
- Hand-Painted & PBR Texturing
- Lighting & Post-Processing
- Modular Workflow

Software

- Maya/3DS Max
- Unity 3D
- Substance Designer/Painter
- ZBrush
- Photoshop
- 3D Coat

Education

DECEMBER 2016

Bachelor of Applied Science in Digital Media: Animation, Gaming, and Modeling | Indian River State College

Awards & Recognitions

2017

2017 Annual Award for Low Poly Modeling | Oshkosh Corporation Vehicle Concepts Team

2016 & 2013

1st Place in Video Games | IRSC Digital Media Exhibition