Austin Labarbera

772-323-8999 ☎
ALabarbera95@gmail.com ✉
AustinLabarbera.com
Linkedin.com/in/AustinLabarbera in

Experience

JULY 2017 – PRESENT

3D Digital Artist | Oshkosh Corporation

- Established the 3D asset pipeline for interactive applications in Unity 3D
- Introduced Substance & Maya to the pipeline
- Optimize/retopologize models from existing CAD geometry to be used in game engines
- Build, texture, light, and post-process environments for VR, desktop, and mobile applications
- Created a large terrain to be used on a simulator built in a proprietary engine
- Mentor interns and other artists on high to low-poly asset creation
- Develop using a Git repository (Sourcetree)

AUGUST 2015 – DECEMBER 2016

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

- 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

- Low/High Poly Modeling
- PBR & Hand-Painted Texturing
- Texture Baking
- Lighting & Post-Processing
- Modular Level Design

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

2018 & 2017

2018 Annual Award for 3D & Materials Art | 2017 Annual Award for Low Poly Modeling | Oshkosh Corporation Vehicle Concepts Team

2016 & 2013

1st Place in Video Games | IRSC Digital Media Exhibition