



JUSTIN HRALA

Environment Artist Materials + Environments + Props

Portfolio

www.justinhrala.com

Contact Info

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Social Media

[linkedin.com/justinhrala](https://www.linkedin.com/company/justinhrala)
twitter.com/jbh3d
[instagram.com/jbh3d](https://www.instagram.com/jbh3d)

Creative Skills

- Procedural Texturing
- PBR Authoring
- 3D Modeling
- Digital Sculpting
- Modular Environments

Software Skills

- Maya
- 3dsMax
- Zbrush
- Mudbox
- Photoshop
- Substance Suite
- Quixel Suite
- Speedtree
- Unreal Engine
- Unity
- Lumberyard
- RAD Telemetry
- PIX

Soft Skills

- Critical Thinking
- Problem Solving
- Documentation
- Brainstorming
- Organization

ABOUT ME

- Motivated and dedicated artist with 3+ years of experience creating an array of props, textures, and environments for various game projects.
- Collaborates across disciplines for optimal quality and performance.
- Meets deadlines with quality, efficiency, and accuracy.
- Always exploring workflows and techniques; continually seeks new challenges.
- Experience on projects from start to finish and all stages in-between.

PROFESSIONAL EXPERIENCE

3D Texture Artist

Amazon Game Studios | Oct 2017 – Present



- Created a large variety of textures and materials for use in **The Grand Tour Game**.
- Ensured a solid frame rate for weekly track releases by reducing draw calls and memory usage while maintaining high visual fidelity.

Associate World Artist (Contract)

Monolith Productions | November 2016 – March 2017



- Optimized and kitbashed existing in-game assets and handled database entries for the **Middle-Earth: Shadow of War** user-interface.
- Modified textures for UI assets to adhere to strict performance metrics.

3D Previs Artist (Contract)

Balanced Media Technology | June 2015 – March 2016



- Created previsual and gameplay props, environments, and designs for an **unannounced 3D game project**.

Game Artist (Contract)

Shiver Entertainment | May 2014 – August 2014



- Created decal sprite sets for an unreleased mobile game **Beasts vs Bots**.

MILITARY EXPERIENCE

Human Resources Sergeant

United States Army, Active Guard Reserve | August 2008 – August 2011

- Minimal supervision; successfully prepared, processed and tracked various personnel actions for a 100+ soldier battalion with subordinate units located in five states.

Administrative Specialist

United States Army Reserve | January 2002 – August 2008

- Served in Operation Iraqi Freedom from December 2003 to January 2005 as a radio communications operator and personnel specialist.

EDUCATION

- Master of Interactive Technology - Digital Game Development
The Guildhall at Southern Methodist University, 2014.