

HEATHER DOVE



HeatherDove28@gmail.com



Portfolio on
HeatherDove.com

Professional Skills

Maya

Zbrush

Mudbox

Marvelous Designer

Photoshop

Substance Painter &
Designer

Unity

Unreal

Academics

DePaul University, Chicago

Animation BFA Major

Cum Laude – 3.6 GPA

CG Master Academy, online

Class of 2016

Honors Program Graduate

2017-2018

Employment

Thyng, Chicago, IL

3D Artist

August 2018 – May 2019

- Produced mobile friendly models, textures and animations from scratch
- Modified existing assets and animations to meet company standards
- Prepared and optimized scenes for Unity
- Concepted new UI icons and layouts for the Thyng app
- Quickly mocked up app screens for potential clients

Specifi LLC, Schaumburg, IL

3D BIM Modeler – 6 month contract

January 2018 – July 2018

- Built 3D assets in Revit based on manufacturer specifications
- Reiterated assets according to feedback from team
- Imported assets into database and inputs relevant technical data
- Analyzed complex libraries and implemented better re-use of geometry

Threat Tec

3D Environment Artist – Contract

February – March 2017

- Created 4 building asset kits in a month, complete with model, UV, and substance texture
- Communicated effectively - worked remotely
- Welcomed feedback from all participants in project
- Proactively asked questions and started conversations to nail asset requirements and organization

Kinokuniya Bookstore, Arlington Heights, IL

Store Associate

December, 2016 – January 2018

- Prepared, organized, and ordered both Japanese and English merchandise in a timely manner.

DePaul University's Game, Cinema, and Animation Summer Academy, Chicago, IL

Teacher's Assistant

July 11 – 15, 2016

- Forecasted possible problem areas for high school students and ensured smooth transitions between topics by utilizing knowledge of Maya and Unity

Projects

Bruce Wayne's Study – Present

Emma – 2017/18

College Capstone: Parcorgi

January 2016 – June 2016

- Producer, Lead Animator, Lead Texture Artist
 - Cut unusable art assets and able to promote a positive working environment, despite making hard decisions



CG Master Academy
remote student



GDC 2017



Global Game Jam
'14,'16



Game Jam in Japan -
2015