



JUSTIN HRALA

3D Artist

Materials + Environments + Props

Portfolio

www.justinhrala.com

Contact Info

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Social Media

[linkedin.com/in/justinhrala](https://www.linkedin.com/in/justinhrala)
[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
- Team Player
- Organization

ABOUT ME

Game artist with 5 years of experience in modeling, texturing, technical, lighting, and visualization skills. Proactive team member adept at creating game assets such as materials, environments, and props. Able to work independently and to optimize assets for performance. Exceptional communicator with strong mentor.

PROFESSIONAL EXPERIENCE

3D Texture Artist



Amazon Game Studios | Oct 2017 – August 2019

- Developed and created original 3D textures and graphics for *The Grand Tour Game*.
- Optimized draw calls and memory usage to deliver a solid framerate for weekly releases.
- Documented game art creation workflows for outsourced studio teams.

Associate World Artist (Contract)



Monolith Productions | November 2016 – March 2017

- Kitbashed existing in-game assets for *Middle-Earth: Shadow of War* and managed database user-interface (UI).
- Improved UI texture assets to meet high performance metrics.
- Worked closely with art directors and leads to ensure high-quality assets.

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

- Tracked and administered personnel actions for 100+ soldier battalion.

Administrative Specialist

United States Army Reserve | January 2002 – August 2008

- Focused on human resource administration.
- Served in Operation Iraqi Freedom from December 2003 to January 2005 as a radio operator and personnel specialist.

EDUCATION

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