






# WESTON MITCHELL

## 3D Artist

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## EXPERIENCE

### 3D Generalist

HAUS

09/17 to Current

- Leading the Snapchat creative team to produce dozens of AR experiences
- 3D Artist for all of our AR/VR & Web content
- Keep assets within our technical budget for mobile devices
- Technical Artist in a pinch, Unreal4 Blueprint, Javascript, Python & C#

### 3D Artist Intern

Funktronic Labs

08/16 to 05/17

- Worked under the 3D Artist lead
- Created dozens of assets from based on concept art
- Created efficient Models, UVs, and texturing for use in Unity game engine
- Created props in-line with existing assets for a cohesive narrative

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## SKILLS

- Autodesk Maya
- Zbrush
- 3D Coat
- Photoshop
- Substance Designer
- Marmoset Toolbag
- Unreal Engine 4
- Unity
- Scripting
- Substance Painter

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## EDUCATION

Bachelor's Degree Fine Arts  
California State Fullerton 2017  
Fullerton - California