

RJ “Montana” Young

Passionate and driven 3D artist working to further my art and my career

Redmond, WA

(406) 465-7848

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EMPLOYMENT EXPERIENCE

Stryker Medical — *Shipping/Receiving Specialist*

December 2019 – PRESENT

Inventory and operations management

Staples — *Operations Supervisor*

August 2014 – December 2019

Inventory and operations management

Cerberus Computing — *Remote IT Technician*

June 2010 - August 2013

Residential and business computer repair

ART EXPERIENCE

Studio Rosell — *Environment Artist/3D Generalist*

August 2019 – PRESENT

Environment artist for game team formed by Swedish metal band *Dead by April*

Team Contingency — *Environment Artist/3D Generalist*

August 2016 – PRESENT

Environment and hard surface artist for fan-made Halo project using Unreal

TESTING EXPERIENCE

WB Games User Research — *Play Tester*

June 2019 - PRESENT

Game testing working directly with Warner Brothers Games

Microsoft User Research — *Play Tester*

October 2017 - PRESENT

Game testing working directly with Microsoft

EDUCATION

FuturePoly — *Digital Production*

June 2015 - August 2016

Gnomon School of Visual Effects — *Digital Production*

October 2013 - July 2014

SKILLS

Environment Art

Hard Surface Modeling

Sculpting

PBR Texturing

Level/Environment Design

Procedural Generation

Photogrammetry

Visual Effects

Technical Art

Matte Painting

SOFTWARE

Maya/3DS Max

Zbrush

Substance Painter/Designer

Houdini

Unreal/Unity/CryEngine

Photoshop/Illustrator

LANGUAGES

C#

Java

MEL

TITLES

Dracc - *Studio Rosell*

www.aprilarmy.world/games

Project: Contingency - *Team Contingency*

www.project-contingency.com