

# John Emerson

VFX Artist

<https://artstation.com/johnemerson>

E: [johnemerson@johnemerson.net](mailto:johnemerson@johnemerson.net)

VFX Artist with 2 years of experience in game development. Looking for an opportunity to apply skillset in a visual effects artist capacity.

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## Technical Skills and Tools

Modeling	UV Unwrapping	Texture Baking	Texturing
Shaders Creation	3ds Max	Maya	Substance Designer
Substance Painter	Adobe Photoshop	Unreal Engine	Unity

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## Relevant Experience

### VFX Artist

Dec 2019 – Present

#### ***Black Ice Studios, LLC***

- Create real time visual effects using a combination of meshes, shader materials, particle systems, and blueprints.
- Assist in other areas of 3D content creation as needed.
- Maya, Photoshop, Illustrator, Substance Designer, Unreal Engine 4, Plastic SCM

Projects: [Revenants](#)

### Art Lead

Jul 2017 – Jun 2018

#### ***Dreamforge Studios***

- Manage concept art and 3D art teams, ensure vision consistency from concept to completion.
- Model and PBR texture environment assets.
- Rig modular hard surface meshes.
- Create Unreal Engine and Substance Designer master materials.
- 3ds Max, Maya, Photoshop, Substance Designer, Substance Painter, Unreal Engine 4, Word, Excel, GitKraken

Projects: *Unannounced Project*

### 3D Hard Surface Artist

Apr - Jun 2016

#### ***Saving Throw Studios***

- Model and PBR texture hard surface meshes.
- Rig hard surface meshes for implementation into Unity game engine.
- 3ds Max, Substance Designer, Substance Painter, Unity

Projects: [Redline Game](#)

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## Education

### **Wichita State University**

2015

Master's of Public Administration (MPA)  
Graduate Certificate in Public Finance

### **Wichita State University**

2012

Bachelor's of Science