

# JUSTIN HRALA

## 3D Artist

www.justinhrala.com | 412-302-5862 | www.linkedin.com/in/justinhrala

---

### SUMMARY

Digital 3D artist with 5 years of experience in modeling, texturing, technical, lighting, and visualization. Proactive team member adept at creating game assets such materials, environments, and props. Able to work independently, optimize assets for performance, and problem solve across disciplines. Exceptional communicator and strong mentor.

---

### PROFESSIONAL EXPERIENCE

#### 3D Artist

Innovation Integration, Inc (Full-time) Huntsville, AL June 2020 – Present

- Creates various 3D content for the Virtual Training, Simulation, and Gaming division.

#### Digital Content Creator

H3D CG (Self-Employed) Huntsville, AL Aug 2019 – Present

- Creates and sells 2D and 3D assets, to include models, textures and tutorials through online marketplaces.

#### Surfacing Artist

343 Industries (Contract) Redmond, WA Mar 2020 – May 2020

- Responsible for final look and feel for a variety of assets and surfaces within *Halo: Infinite*.

#### 3D Texture Artist

Amazon Game Studios (Full-time) Seattle, WA Oct 2017 – Aug 2019

- Developed and created original 3D textures and graphics for *The Grand Tour Game*.
- Documented game art creation workflows for outsourced studio teams.

#### Associate World Artist

Monolith Productions (Contract) Kirkland, WA Nov 2016 – Mar 2017

- Kitbashed existing in-game assets for *Middle-Earth: Shadow of War* and managed user-interface (UI) database.

#### 3D Previs Artist

Balanced Media Technology (Contract) McKinney, TX June 2015 – Mar 2016

#### Game Artist

Shiver Entertainment (Contract) South Miami, FL May 2014 – Aug 2014

---

### MILITARY EXPERIENCE

#### Human Resources Sergeant

• United States Army, Active Guard Reserve Devens, MA Aug 2008 – Aug 2011

• United States Army Reserve Pittsburgh, PA Jan 2002 – Aug 2008

---

### EDUCATION

Master of Interactive Technology, Digital Game Development – Southern Methodist University 2014

Bachelor of Science, Media Arts & Animation – Art Institute of Pittsburgh 2006

---

#### Software Skills

- Maya
- ZBrush
- Photoshop
- Substance / Quixel
- World Machine / Gaea
- Speedtree

#### Creative Skills

- Procedural Texturing
- PBR Authoring
- 3D Modeling
- Digital Sculpting
- Modular Environments
- Sketching

#### Soft Skills

- Critical Thinking
- Problem Solving
- Documentation
- Team Player
- Organization

#### Game Engine Knowledge

- Unreal Engine
- Lumberyard
- Unity