

# Dylan Abernethy

## 3D Environment Artist

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**LinkedIn**

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3D environment artist who specializes in **modeling, texturing, lighting**, and **prop design**. I am confident in my abilities to effectively produce high quality 3D art via efficient model optimization, complex material set ups, and various rendering techniques. I always aim to improve my skills, and I hope to bring my enthusiasm and open work attitude to your studio.

## Experience

2019-06 - present

### Model Artist

*Ubisoft Toronto*

- Responsible for working on AAA quality game assets and structures
- Heavy focus on optimization, utilizing asset reuse, trims and tiling textures
- Clear understanding of how to recreate 3D models from concept or reference
- Work closely with level artists, leads and texture artists to ensure the pipeline runs smoothly
- Responsible time management, ensuring tasks get completed before due date

2019-04 - present

### 3D Environment Artist

*Reptoid Games*

- Responsible for completing VR game environments, starting from a block out and working through to level completion
- Maintain a heavily optimized workflow consisting of modular assets, trim sheets and material / asset reuse
- Create detailed props, baking high poly models to usable low poly game meshes
- Work alongside team of artists, troubleshooting issues and ensuring that each others tasks are completed successfully

2018-09 - present

### 3D Prop Artists / Contract Artist

*Dekogon Studios*

- Create high quality AAA video game props and materials
- Optimize art to work efficiently within game engines
- Abide by client's descriptions and specifications
- Help other Dekogon artists troubleshoot issues and work as a team
- Adapt and update techniques to fit time frames and team critiques

2018-06 - 2018-08

### Summer Shorts Game Art Instructor

*Durham College*

- Organize workshop lesson plans
- Teach a plethora of game design software to students
- Encourage learning and cooperation among the class
- Adapt to each students preferences and interests

## Education

2016-09 - 2019-04

### Durham College

Advanced Diploma in Game Development

Honor Roll Student

## Skills

**3D Modeling** - Generate Realistic Game Ready Models

**Baking** - Produce Seamless Bakes for Low Poly Models

**PBR Texturing** - Understand and Abide by the Physically Based Rendering Format of Texturing

**Model Optimization** - Will make Efficient use of Polygons and Texture Space