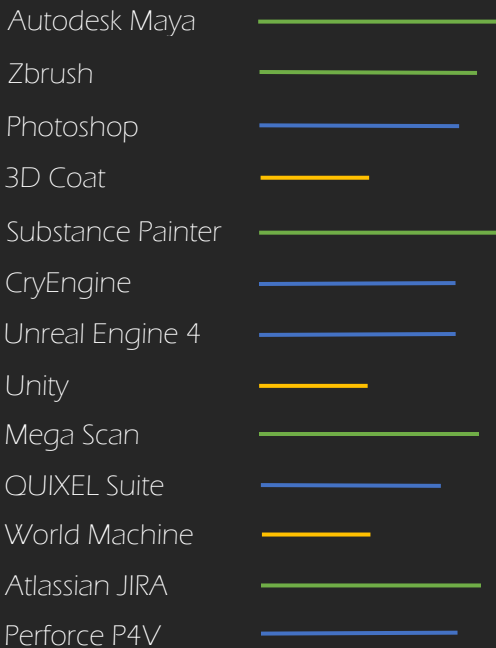




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## SOFTWARE KNOWLEDGE



# Carl Kent

3D Artist

## PROFILE

I'm a Passionate & Dedicated 3D Artist who specializes in Environments & Props.

I have 2 published games, Miscreated available on PC & My personal Mobile App Flame Run.

My goal is to work in a studio that creates amazing games and experiences with people who love what they do just as much as myself.

## TECHNICAL SKILLS

- High to Low poly modeling & baking expertise
- Expertise in both next-gen & mobile-spec asset creation
- Painting & Sculpting expertise
- Proficient working with Unity & expertise with CryEngine & UE4 Asset setup
- Game Engine Optimization, Physics Proxies, LOD's & Material Setup
- Creating Photo-realistic, PBR & Stylized Textures

## EXPERIENCE



### Zero Hour Interactive – Environment Artist

September 2020 > Present  
 Remote, Australia Based

My Role as an Artist at Zero Hour Interactive is creating Buildings, Props, Military items & architectural structures for their upcoming game Burning Lands a Vietnam War Online FPS



### Goati Entertainment – Environment Artist

March 2020 > June 2020  
 Melbourne, Australia

My Role as a Contractor at Goati included creating Props & Structures including UV Mapping and some texturing for their future projects.



### Entrada Interactive – Environment Artist

March 2014 > Jan 2020  
 Remote

My Roles Include the Creation of Environmental Assets, Structures, Props, Player Items, UV Mapping & Texturing for the Game [Miscreated](#)

## EDUCATION



### **Academy of Interactive Entertainment (AIE)**

Jan 2012 > Jan 2014

Advanced Diploma of Professional Game Development  
Specializing in Game Design & Production