

JUSTIN MOTTON

www.justinmotton.com

Contact

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815.823.7131

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Software

- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere
- Autodesk Maya
- Marvelous Designer
- Marmoset Toolbag
- Perforce
- Substance Designer
- Substance Painter
- Unity
- Unreal Engine 4
- ZBrush

Skills

- 3D Modeling
- Digital Sculpting
- 3D Environment Design
- Game Design
- Texturing
- C#

Career Objective

To obtain a position as 3D Environment Artist utilizing my academic background and technical skills, which include expanding on my current environment art knowledge to tell stories through the worlds I create.

Projects

Otok Zoon Politicon • “Island of the Political Animals” • Game Designer/User Interface Designer

March 2017 – December 2018

- Worked for DePaul University in partnership with Croatian Ministry of Science and Education to develop a video game to encourage an understanding of and engagement in civic principles in high school students in the country of Croatia
- Created a user-friendly design using Unity game engine that will be compatible with PC and Mac
- Created real world political scenarios to be used in-game that the player will have to solve

Employment History

October 2015 – August 2019

Deli Clerk • Jewel • Frankfort, IL

- Sighted for “Customer Appreciation” in several in-store surveys
- Assisted customers with finding poultry and produce products and delivering the items based on customer’s specific needs

Education

DePaul University

Bachelors Science, Computer Game Development, Game Design Concentration
Chicago, IL

Summa Cum Laude, G.P.A – 3.89