

Frank Rell | Game Artist

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Art & Game Development Related Skills

Proficient Software

- Autodesk Maya & 3DS Max
- Adobe Photoshop
- Unity & Unreal Engine 4
- Substance Designer & Painter

Proficient SkillSet

- Zbrush
- Marmoset Toolbag
- Perforce & Trello
- SpeedTree
- Advanced 3D Modeling
- PBR Material Creation
- High Level Shader Scripting Ability
- Working Knowledge of Art Fundamentals

Experience

September 2018 – Current

General 3D Artist, TESRenewal

- Worked on 3D tasks as they're handed down by leads using 3D Studio Max, Substance Designer & Painter, Photoshop and Skywind pipeline-related software
- Tracked 3D tasks through Trello, updated cards, and engaged with daily feedback through discord critiques whenever possible with art leads and other team members
- Managed file handling and submission, ensuring each model and material was matching our file system before committing

May 2015 – Current

Lead Instructor | Camp Director, iD Tech Camps and Online Private Lessons

- Delivered a great camp experience to over 70+ students a week, while providing team support, motivation, safety and direction to instructional staff and students alike
- Managed instructional staff by scheduling classes, check-ins, day-to-day and week-to-week tasks
- Taught game development classes to students ages 12-17, up to 8 at a time, with Unreal Engine 4, Unity Game Engine, 3D modeling with Autodesk Maya & Blender and YouTube design and creation with Adobe Premiere
- Kept a professional, safe and engaging learning environment for students to explore a possible future career in game development and acted as a role model for students of any program to learn from
- Lead student groups from multiple disciplines to come together to design, build, and finish game projects
- Held daily student meetings to help identify potential roadblocks, distribute tasks, and track progress

March 2015 – September 2018

Lead Environment Artist, OctoShark Studios

- Designed, developed, & released new map content for Pirates, Vikings and Knights II
- Maintained art direction and design while working with other artists, designers & playtesters
- Supplied resources and support to other departments such as art assets when requested

Education

Full Sail University Online | 2012 – 2014 | Orlando, FL

Bachelor of Science in Game Design