


# Austin Labarbera

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## Experience

OCTOBER 2020 – PRESENT

### Senior 3D Artist | Mass Virtual

- Creating hard surface 3D models for use in VR.

JULY 2017 – MAY 2019

### 3D Digital Artist | Oshkosh Corporation

- Established the 3D asset pipeline for real-time graphics & wrote extensive documentation on pipeline integration & best practices
  - Optimized models from existing CAD geometry to be used in game engines
  - Rendered images of defense & commercial vehicles using 3ds Max & V-Ray
  - Built, textured, lit, and post-processed 3D scenes
  - Developed for VR & mobile
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## Graduate School Projects

DECEMBER 2019 – JULY 2020

### Art Lead | Studio Chili (Keepers of the Trees)

- Created art style guides, modeled & textured hero assets, lit & set-dressed levels, and led a team of artists in developing a couch co-op adventure game shipped on Steam
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## Skills

- Hard-Surface Modeling
- Photogrammetry
- Lighting & Post-Processing
- PBR Workflow
- Procedural & Hand-Painted Texturing

## Software

- Maya & 3ds Max
  - Unreal Engine & Unity
  - Substance Painter & Designer
  - ZBrush
  - Photoshop
  - Perforce
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## Education

MAY 2019 – DECEMBER 2020

### Master of Science in Interactive Entertainment: 3D Modeling University of Central Florida (FIEA program)

JUNE 2013 – DECEMBER 2016

### Bachelor of Applied Science in Digital Media: Animation, Gaming, and Modeling Indian River State College