

# Spenser Morgan

## 3D Character Artist

A passionate 3D Artist with a proven ability to create appealing character models.



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📷 instagram.com/spensaur\_3d

## EDUCATION

### Bachelor of Science in Digital Media East Tennessee State University

01/2012 - 12/2014

3.5 GPA

## CERTIFICATES

Mold3D Academy- Creating Appealing Characters

Mold3D Academy- Look Development for Stylized Characters

## ACHIEVEMENTS

Featured in 3D World Magazine (06/2019)

*Pokemon Trainer Red model featured in 3D World Magazine's Showcase section*

Featured on Allegorithmic's Instagram Page (02/2019)

*Steve Rogers model was featured on Substance3D Instagram page*

## REFERENCES

Steven King - Chief Innovation Officer (University of North Carolina Reese Innovation Lab)

Contact: [stking@email.unc.edu](mailto:stking@email.unc.edu)

Jake Beauseigneur - Gameplay Designer (Epic Games)

Contact: [jacob.beauseigneur@epicgames.com](mailto:jacob.beauseigneur@epicgames.com)

Greg Marlow - Professor/Animator (East Tennessee State University/Firaxis Games)

Contact: [Marlowg@etsu.edu](mailto:Marlowg@etsu.edu)

## SOFTWARE

Zbrush

Maya

Substance Painter

Photoshop

3D Studio Max

Unreal Engine

After Effects

## WORK EXPERIENCE

### Character Artist - Independent Contractor University of North Carolina

06/2019 - 12/2020

Tasks

- Sculpt high resolution character models
- Retopologize models
- UV and texture character models
- Rig character models using Advanced Skeleton
- Create facial blendshapes/morph targets
- Implement and assess models in Unreal Engine 4
- Create hair using Xgen for use in Unreal Engine 4

### Freelance Artist Self-employed

2015 - Present

Tasks

- Create character models based on clients needs
- Created designs for business on social media

### Sales Associate Walmart

2017 - 2018

Tasks

- Organize merchandise / Assist customers

### Camera Operator Hearst

2015 - 2016

Tasks

- Set up camera shots / Assist with audio production

## SKILLS

3D Modeling

Appealing Character Design

Retopology

UV Mapping

Texturing

3D Animation

Look Development

Rigging