

# Mitchel Clayton

## 3D Artist & Environment Modeler

☎ (630) 780-7926

✉ mitchel.clayton@gmail.com

in linkedin.com/in/mitchelcc

🖱 mitchelclayton.com

📍 Los Angeles, CA, 91606

### EDUCATION

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**Savannah College of Art & Design, MA Visual Effects**  
2017 - 2019

**University of Wisconsin - Stout, BFA Game Design and Development**  
2012 - 2016

### AWARDS

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**Everend - First in Visual Arts, Intel University Games Showcase 2017** 🏆

**Everend - Player's Choice Award, Glitch Con 2016**

### SKILLS

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Autodesk Maya,  
Unreal Engine, Unity,  
Substance Painter,  
Substance Designer,  
Adobe Photoshop, Arnold,  
Houdini, Renderman, Zbrush,  
UV Mapping, Set Dressing,  
Level Layout, 3D Prototyping,  
Shotgun, Jira, P4

### PROFESSIONAL EXPERIENCE

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**Addicting Games, Lead Environment Artist, EV.io** 🏆

Jul 2020 - Jan 2021 | Los Angeles, CA

- Created FPS multiplayer maps optimized to run well within the web browser
- Worked on all aspects of the pipeline from initial blockout to final integration working through level design, collision, modeling, optimization and lighting
- Created Unity pipeline and tutorials for contract artists to follow in the creation of art assets

**Magnopus, 3D Realtime Artist** 🏆

Mar 2020 - Jun 2020 | Los Angeles, CA

- Optimized high detailed character assets to work efficiently in a VR/AR pipeline
- Created VR ready environment assets based on architectural blueprints from modeling to integration into Unity

**Naughty Dog, 3D Generalist, The Last of Us Part II** 🏆

Jun 2019 - Mar 2020 | Santa Monica, CA

- Produced high quality AAA artwork in a high-volume production environment while self-managing time and company resources to meet fast-paced deadlines
- Constructed and composed midground and background set pieces
- Directed and collaborated with outsourcing teams and integrated final art assets into environments
- Coordinated and collaborated across multiple departments to ensure consistency and quality of environments buildings and set pieces

**Creative Kingdoms, 3D Art Intern, MagiQuest**

Jun 2015 - Aug 2015 | Madison, WI

- Developed new environment based on existing concept art
- Updated old assets with new high poly versions and bakes

### PROJECTS

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**Teleskid VR Experience - JCB, Co-Lead & VR Producer**

Sep 2018 - Nov 2018

- SCAD collaborated with JCB to research and develop an immersive VR experience to introduce potential customers to the Teleskid
- Contributions included team management, layout prototyping, environment art assets, and set dressing/integration in Unreal Engine

**Everend, Design Lead & Environment Artist** 🏆

Sep 2015 - Jun 2016

- Managed gameplay design, level design, and environment art teams
- Worked in Unity as World Artist on level creation, prototyping stages through to final completion, and final set dressing