

# JUSTIN HRALA

## 3D Artist

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### SUMMARY

Digital 3D artist with 6 years of experience in modeling, texturing, technical, lighting, and visualization. Proactive team member adept at creating game assets such materials, environments, and props. Able to work independently and remotely. Exceptional communicator and strong mentor.

### CREATIVE SKILLS

PBR Texturing  
Environment Building  
Hard Surface Modeling  
Organic 3D Modeling  
Digital Sculpting  
Photogrammetry  
UV Mapping

### SOFTWARE KNOWLEDGE

Maya  
ZBrush  
Photoshop  
Substance Designer  
Substance Painter  
World Machine  
Quixel Mixer  
Speedtree

### GAME ENGINES

Unreal Engine  
Lumberyard  
Unity

### TEAM SKILLS

Critical Thinking  
Problem Solving  
Time Management  
Documentation  
Organization  
Mentoring

### SHIPPED TITLES

The Grand Tour Game  
Middle-Earth: Shadow of War

### PROFESSIONAL EXPERIENCE

**3D Artist** | Innovation Integration, Inc (Full-time) Jun 2020 – Present

- Creates high fidelity hard-surface 3D models and textures for defense industry training simulations.
- Develops material and production pipeline workflows to be used across teams.
- Mentors junior artists for their creative and professional growth.

**Surfacing Artist** | 343 Industries (Contract) Mar 2020 – Jun 2020

- Responsible for developing surface storytelling wear/tear on environmental assets for Halo: Infinite.

**Digital Content Creator** | jbh3D (Self) Aug 2019 – Present

- Creates and sells 2D and 3D assets, to include models, textures and tutorials through online marketplaces.
- Sells custom-art hobby gaming accessories and digital art prints via online distributors.

**3D Texture Artist** | Amazon Game Studios (Full-time) Oct 2017 – Aug 2019

- Developed and created original 3D textures and graphics for The Grand Tour Game.
- Optimized draw calls and memory usage to deliver a solid framerate for weekly releases.
- Documented game art creation workflows for outsourced studio teams.

**Associate World Artist** | Monolith Productions (Contract) Nov 2016 – Mar 2017

- Optimized existing in-game assets and managed database for Middle-Earth: Shadow of War user interface.
- Improved texture asset resolution usage to meet high performance metrics on consoles.

**3D Previs Artist** | Balanced Media Technology (Contract) Jun 2015 – Mar 2016

- Created previs and gameplay props, environments, and designs for an unannounced 3D game project.

**Game Artist** | Shiver Entertainment (Contract) May 2014 – Aug 2014

- Created decal sprite sets for an unreleased mobile game Beasts vs Bots.

### MILITARY EXPERIENCE

#### United States Army

US Army Active – Human Resource Sergeant Aug 2008 – Aug 2011

- Tracked and administered personnel actions for 100+ soldier battalion.

US Army Reserve – Administration Specialist Jan 2002 – Aug 2008

- Served in Operation Iraqi Freedom from December 2003 to January 2005.

### EDUCATION

- Master of Interactive Technology – The Guildhall at Southern Methodist University, 2014
- Bachelor of Science, Media Arts and Animation – The Art Institute of Pittsburgh, 2006