

Clarence Lowe

Austin, TX www.clarencelowe.com 512.584.6124 clarence.w.lowe@gmail.com

SOFTWARE

- Maya, Substance Painter, Substance Designer, Unreal Engine 4, Zbrush, SpeedTree, Marvelous Designer, Houdini, Marmoset Toolbag 4, Mighty Bake, Creation Kit, Unity, Topogun, Photoshop, Neighborhood for PlayStation 4, JIRA, Perforce, Confluence

WORK EXPERIENCE

3D Case Analyst at Heartflow Inc. **07/18/2016 – Current**

- Generate 3D models of coronary vessels using CT data for patients worldwide
- Process clinical cases to ensure proper heart anatomy is generated to calculate a patient's overall heart health using artificial intelligence systems

Environment Artist at Hellfire Games **09/22/2015 – 11/01/2015 Contract**

Big City Stories - PS4

- Insured proper prefab rigging of all vehicles in Unity
- Created LOD sets for vehicle meshes
- Created wheel colliders and collision meshes for proper vehicle animation

Environment Artist at Bluepoint Games **07/01/2015 – 09/04/2015 Contract**

UNCHARTED: The Nathan Drake Collection - PS4

- Reconstructed and upscaled meshes for Uncharted 1 and 2
- Created new textures and UV maps for environment meshes
- Transferred mesh skin bindings and weights for proper animation
- Created and adjusted specular maps of level geometry

QA Analyst at Edge of Reality **09/2014 - 12/2014 Contract**

Loadout - PS4

- Quality Assurance, Agile Software Development, Bug Tracking, Sanity Testing

EDUCATION

Westwood College 01/2007-12/2010

Denver, CO 80221

- Bachelor of Science: Game Art and Design