

ALINA GODFREY

3D Environment Artist

3840 California Ave SW, Seattle, WA 98116

509.699.9736

alina.3dartist@gmail.com

Portfolio: <https://alinagodfrey.com/>

PROFILE Creative, resourceful 3D environment artist with strong modeling and texturing skills. If you're looking for an artist who's passionate about creating visually exciting, fun game environments, I'd be a great fit. I'm a positive team player with leadership experience, a quick learner, and someone who loves building fun interactive worlds.

EXPERIENCE Environment Artist (Harebrained Schemes) Oct 2018 - present

Create environment assets using a combination of fine art and technical art skills.

- Responsible for modeling the majority of city buildings in BATTLETECH: Urban Warfare
- Designed and built out texture atlas system and Substance materials for Urban Warfare buildings
- Create environment art assets for an unannounced title
- Work from reference and concept art to build models and materials
- Give and receive feedback on art assets
- Work with lead environment artist and designers to establish overall look of game map and assets
- Write documentation, train other artists on material best practices
- Work with designers to ensure that game levels accomplish their gameplay, storytelling, and aesthetic goals
- Stay up to date on industry programs by incorporating new tools into project workflow

Environment art training (CGMA and self-taught) Feb 2018 - Sept 2018

Full-time 3D art training to learn & practice game art workflow. My high levels of motivation and self-discipline helped me consistently go above & beyond assignment requirements to deliver awesome finished pieces.

- Create clean low and high poly models using Maya and Zbrush
- Texture props in Substance Painter using a PBR workflow
- Author new materials in Substance Designer
- Create basic and advanced shaders in Unreal Engine 4
- Communicate ideas by rendering in iRay and Marmoset Toolbag, creating model sheets
- Build and light levels in Unreal Engine 4

Product Manager, Cozi & new products (Time, Inc.) June 2015 - Feb 2018

Delivered delightful user experiences for flagship Family Organizer product. Grew engagement across mobile and web platforms. This position blended product management, marketing & design.

- Set product vision and strategy, socialized throughout company
- Wrote requirements and user stories for tickets, managed JIRA board and specs
- Created landing pages to A/B test value proposition, brand names, and product information
- Played key role in complete UI redesign, owned visual redesign including colors, layout, and typography
- Increased 1-month new user retention by 20% year over year

Industrial Designer (Surain Industries) June 2011 - June 2015

Designed new plant containers that were picked up at national chains incl Lowes, Home Depot, and Costco.

- Prepared sketches, created 3D models and lifestyle renders; built decks and sell sheets to communicate designs
- Designed and pitched new products for national retail programs
- Worked closely with sales, engineering, leadership, and marketing teams to bring new product designs to market
- Monitored trends in shape, color, and texture; designed plant containers complementary to modern home decor
- Produced all branding & marketing materials, including ads, emails, web content, and more

EDUCATION

BFA,
Industrial Design

University of Washington
2011 - 3.8 GPA

Certificate,
Natural Science Illustration

University of Washington
2011

3D art courses,
Environment Art for Games

CG Master Academy
2018

EXPERTISE SUMMARY

Key Skills

- UV mapping & texturing
- PBR workflow
- High to low poly baking
- Designing assets for gameplay clarity
- Sculpting and modeling foliage
- Building clean models
- Material authoring
- Working with direction from manager and art director
- Delivering assets in line with creative vision
- Strong foundational art skills, including composition, color, and lighting

Program Expertise

- Autodesk Maya
- Unity
- Unreal Engine 4
- Marmoset Toolbag
- Substance Painter
- Substance Designer
- SpeedTree
- Photoshop
- Zbrush
- Source control