

Entry-Level
3D Environmental Artist

Mitchell Rosier

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Creative Experience

- “Art Deco Hotel”- Proof of concept of basic blocking and video game level design. (Realistic)
- “Steam Punk Industrial Machines” – Proof of concept of taking others concept 2D art and mode/ texture them. (Realistic)
- “The Trench”- Proof of concept for further developing 3D texturing, shading, and advanced lighting more for a movie like scene. (Realistic)
- “Gobi” – Proof of concept of a goblin character of my own design made in zBrush.

Software Knowledge

Photoshop

Maya

Surface Painter

Unreal Engine 4

ZBrush

Production Skills & Abilities

3D Modeling	Model Textures	Game Designer
Hard Surface Modeling	Texture Designer	Efficient and Reliable
Basic Rigging	Level Design	Completing Work On-Time
3D Character Design	Team Player	
2D Concept Art	Able to Work Independently	

Education

Rocky Mountain College of Art and Design– Colorado

- BFA Degree: Game Art/Design – Graduating class of 2022

Work Experience

Columbine Library, Littleton Colorado 10/2020-6/2021

Cator, Ruma & Associates –Lakewood, CO: Computer Aided Drafter 9/2017-2/2019

Other

Avid Video Game Player, Art Historian, Fine Art artist, Photographer, Sketcher, Historian, Scale Modeler/ painter, Computer builder.