

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

Hard Surface Modeling

Basic Rigging

3D Character Design

2D Concept Art

Model Textures

Texture Designer

Level Design

Team Player

Able to Work Independently

Game Designer

Efficient and Reliable

Completing Work On-Time

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.