**Steve Hunt**

425-830-7442 [gradhunt@gmail.com](mailto:gradhunt@gmail.com)Portfolio: <http://stevenhunt3dartist.weebly.com/>

**CAREER SUMMARY**

3D artist with experience in 3D modeling, texture art, keyframe animation, rigging and lighting. With a degree in digital media arts and an 8 month internship with Christopher Orth, an industry veteran who is not only an accomplished AAA game designer (SuckerPunch Studios), but is also an esteemed instructor of game design and technical art (DigiPen Institute of Technology). Since finishing my internship I've gone on to earn a commission creating an animated promo for a national televised shopping network using many of the modeling and texturing skills. As I seek work in the industry I've taken it upon myself to learn other industry-standard software, like Zbrush

**Education**

**Associates in Digital Media Arts**, *Bellevue College - Bellevue, WA*

*Relevant Courses*:

* *Game Design I and II*: Designing Levels and Environments in both Unity 3D and the Unreal Engine.
* *3D Animation I and II*: Asset Creation and Animation using Autodesk Maya and the Adobe Creative Cloud. Final team project was a short animated scene that took place underwater. I was responsible for creating and texturing the environment, lighting the scene and animating the caustic lighting, and finally animating the fish and camera movement for the scene
* Developed a full-fledged game using Unity 3D while working with a four person team. My responsibilities included coding, modeling some of the assets, white boxing the environment, and assembling everything in Unity

**Bachelor of Arts in English Literature**, *University of Washington - Seattle, WA*

**APPLICABLE SKILLS**

* Utilization of Maya, Adobe Photoshop, Unity 3D, Substance Designer, Substance Painter, Mudbox, and Microsoft Office
* Actualizing 3D game assets and environments in Maya for use in the Unity pipeline
* Texturing models with Photoshop, Substance Painter, Substance Designer
* Working knowledge of Maya particle effects, animating, rigging, and lighting in Maya; some experience with animating and compositing in Adobe After effects; experience modeling with 3ds Max
* Intermediate/developing sculpting skills using Zbrush
* Working effectively with people having differing communication styles and knowledge-bases

**Experience**

**Freelance Animation**, *Deft Films - Seattle, WA* 03/2016--04/2016

* Created 3D models and animated short segment for a product commercial to be featured on QVC
* Models were made, rigged, and animated in Maya; lighting was done in Maya as well
* Background environment and textures were created using both Substance Designer and Substance Painter
* Compositing and final render were finished in After Effects

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**Experience continued**

**3D Artist/Intern**, *Christopher Orth - Kenmore, WA* 05/2014--01/2015

* Designed 3D game prop and environment assets in Maya for use in a demo game created in Unity
* Collaborated with a team that included a 3D designer, UI designer, coder, and a developer
* Key skills for game development include creating props in Maya that were textured using Photoshop, Substance Designer and Substance Painter, and then placed in game in Unity
* Communicated weekly via Google Hangouts to discuss the look and the evolution of the game
* All assets archived in Basecamp for the designer

**Additional Experience**

**Server/Bartender**, *Local Burger - Bellevue, WA* 08/2014—Present

**Assistant Manager/Bartender**, *Sideline Sports Bar - Bellevue, WA* 04/2000--06/2014

* Mix cocktails and serve 100 guests each shift
* Assured quality of service by communicating job expectations of the staff; planned, monitored, appraised and reviewed job contribution and performance