

Danielle Wallace

Daniellewallacearts@outlook.com – 3D Environment/Prop Artist

Portfolio Website: daniellewallace.org

❖ Qualification Summary:

- Experience as project lead – designing, documenting, implementing and maintaining assets, and game engine scripts for a variety of 2D and 3D projects.
- Thorough experience working in large teams for significant game projects.
- Lead artist on an educational game created through the George Mason University Biology Department.
- Knowledgeable in several programming languages.
- Thoroughly capable of acting as an enthusiastic, positive voice within a team.
- Solely designed, programmed, and produced art for several personal projects.
- Deep understanding of consumer and market needs to ensure elements developed by a team will contribute to player satisfaction and market requirements.
- **Software:**
 - Proficient in numerous creative applications such as 3DS Max, Substance Painter, Adobe Suite, Aseprite, and Clip Studio Paint.
 - Thorough experience developing games in Unity3D, Unreal Engine, Construct 2, and Visual Studio.

❖ Education:

- **Bachelor of Fine Arts in Computer Game Design at George Mason University (2016-2019)**
- Studied Graphic Design and Animation at Longwood University (2015-2016)

❖ Work Experience:

- **3D Environment Artist at Skyfarm Interactive (July 2019 - Present)**
 - High and low poly modeling and texturing of 3D environments, vehicles, and props.
 - Aids in art style/direction and given some creative freedoms to make decisions that may be best for the project.

❖ Teaching/Experience:

- **Teacher assistant at Mason Game and Technology (MGTA)**
 - Entire Summer educating middle and high school students on several aspects of computer game design, animation, and programming.
 - Worked with high school students to plan obtainable, realistic milestones and small projects for them to create in two weeks' time while keeping a fun, relaxed environment.

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- Helped students create and implement assets into 2D and 3D projects to establish through knowledge of the Unity system.
- Led several workshops on using the Unity TileEd system as well as on the basics of modeling in 3DS Max for implementation.
- **Girls Inspired & Ready to Lead, Inc.**
 - Teacher assistant and temporary lead, educating middle school girls on several aspects of computer game design, 3D modeling, mobile game design and programming.
 - Worked with students to learn how to create well-scoped, unique, and impactful game ideas with thorough planning and detailed game documents.

❖ Projects:

- 2D, 3D Artist and Animator
 - **Introspect (PC) 2016 (Team of 5)**
 - Role: 2D Artist and Animator
 - **Plantformer (PC) 2018 (Team of 5)**
 - Role: Lead 2D Artist and Animator, Lead Programmer
 - Languages: C#
 - **Jelly Jam! (PC) 2018 (Team of 5)**
 - Role: Lead 3D Environment Artist and 2D UI Artist
 - **HIV Hack (PC) 2017-2018 (Team of 4)**
 - Role: Lead 2D Artist and Animator
 - **A Whale of a Time (PC) 2018 (Team of 5)**
 - Role: 2D Character Artist/Lead Animator
 - **Shipping Out (PC) 2018-Present (Team of 6)**
 - Role: Lead 3D Environment Artist, Prop Artist, and UI Artist
 - **Duncan's Flying Tugboat (Animated Show and Game) 2019-Present**
 - Role: 3D Environment Artist/Prop Artist

❖ Achievements and Recognition

- Awarded the GDOC Expo GDC 2020 Scholarship and the Microsoft Xbox Women In Gaming Game Changer Scholarship (2019)
 - Awarded an all-access pass to attend the Game Developer's Conference + Summit in San Francisco, California.
- Awarded the *Student's Choice Award* by the College of Science Undergraduate Research Colloquium for my Team's Game *HIV Hack - Creating an Educational Game Regarding the Complexities of the HIV Life Cycle* (2018)

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- Featured in Itch.io Recommends: Games with Awesome Art Styles for my team's game Shipping Out, where I was the lead 3D Environment Artist
- Listed as a featured artist in *Retronator Magazine* for my digital work on several occasions.

❖ Etc. Portfolio Links

- Portfolio Website: daniellewallace.org
- Artstation: dpandaheart.artstation.com
- Links to game projects I have created and/or worked on:
pandaheartgames.itch.io

❖ Relevant Volunteer Experience

- Helped administrate, coordinate, and plan recognized gaming charity, *Extra Life*, held at Longwood University (2016).