

Danielle Wallace

3D Environment/Prop Artist



Thank you
for viewing my work!

Portfolio Website:

daniellewallace.org

Contact

daniellewallacearts@outlook.com



Manassas, Virginia

Skills

3D Modeling

UV/Texturing

Unity C#

Unity Particle Creation

Pixel Art/Animation

Software

3DS Max

Photoshop/Adobe Suite

Clip Studio Paint

Unity

Substance Painter

ZBrush

Blender 3D

❖ 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:

- Lead 3D Environment & Texture Artist at Sky Farm Interactive (July 2019 - Present)
 - High and low poly modeling and texturing of 3D environments, vehicles, and props.
 - Aids in art style/direction and concept work.
 - Ensures the themes we are working towards stays consistent throughout the team.
- Teacher Assistant at Mason Game & Technology
 - Entire Summer educating middle and high school students on several aspects of computer game design, animation, and programming.
 - Created realistic milestones and small projects for them to create in two weeks' time while keeping a fun, relaxed environment.
 - Helped students create and implement assets into 2D and 3D projects to establish thorough 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.
 - Nonprofit organization preparing young girls for careers in STEM honing leadership skills, and social enrichment opportunities.
 - 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.

❖ 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.