Danielle Wallace

3D Environment/Prop Artist

❖ <u>Education</u>:
- Bachelor of Fine Arts in Computer Game Design at George Mason University (2016-2019)
- Studied Graphic Design and Animation at Longwood University (2015-2016)

❖ <u>Work Experience:</u>
- 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 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.
  - 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.

❖ <u>Qualification Summary:</u>
- 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.

Thank you
for viewing my work!

Portfolio Website:
daniellewallace.org

Contact

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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

Visual Studio

Blender 3D