

Danielle Wallace

3D Environment/Prop Artist

❖ Education:

- Bachelor of Fine Arts in Computer Game Design at George Mason University (2016-2019)

❖ Work Experience:

- 3D Environment Artist at Numinous Games (Contract) (July 2020 – Present)
 - Creates 3D production art, texturing, concept designs, and aids in design ideas for an unannounced project.
- Lead 3D Environment & Texture Artist at The Sky Farm Company (July 2019 - Present)
 - High and low poly modeling, texturing of 3D environments and props.
 - Aids in art style/direction, concept work, and ensures the themes we are working towards stay consistent throughout the team.
- Lead Teacher Mason Game & Technology || TA Girls Inspired & Ready to Lead Inc.
 - Nonprofit organization preparing young girls for careers in STEM honing leadership skills, and social enrichment opportunities (GIRL Inc.)
 - Lead Teacher, educating middle and high school students on several aspects of computer game design, preparing 3D assets for implementation into Unity, mobile game design, and programming.
 - Worked with students to learn how to create well-scoped, impactful game ideas with thorough planning and detailed game documentation.
 - Led several classes on Lua programming in Roblox.

❖ 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.



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

ZBrush

Blender 3D