

## CREATIVE SUMMARY

- High and low polygon modeling skill.
- Ability to create realistic or stylized texturing including physically based textures.
- Experience creating unique environments, props, and tile-able game assets.
- In engine lighting and layout experience.
- Multiple years of experience creating and playtesting a variety of games.
- Digital painting, graphic design, and traditional art background.
- Experience in working both in person and remotely as an art lead and environment artist.

## SOFTWARE

- Substance Painter/ Designer
- ZBrush
- Autodesk Maya/Max
- Unreal Engine
- Unity
- Houdini
- Adobe Suite
- Blender
- Dragon bones
- Clip Studio Paint
- CorelDraw

## PERSONAL STRENGTHS

- Professional communication skills in writing, speaking, and interpersonally.
- Highly motivated, hardworking, and empathetic.
- Flexible in any group role or individual work.
- Customer service oriented.
- Dedicated to learning and improving.

## CONTACT DETAILS

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# Jodi Moore

## 3D Environment Artist

## RECENT GAME PROJECTS

### SCORCH

Senior Production Capstone, Released Spring 2021  
Art Lead & Environment Artist, Team Size: 13

A film noir-themed, stealth based, first person shooter built in unity. The monochrome shading creates places for players and enemies to hide in the dark shadows of the big city. The environment and lighting can work to your advantage but it can also hide the dangers you have to face just as easily.

- Used Autodesk Maya and Unity to create and test environment elements with the unique lighting system.
- Created the art and concepts in the first semester then onboarded and led the art team for the second semester.
- Managed art documentation, concept work, and quality assurance.
- Helped the team transition from in person work to working remotely early in the project.

### FIVE FINGER GUNSLINGER

Published on Steam, Released Summer 2020  
Environment Artist, Team Size: 6

A multiplayer semi-roleplaying game built in Unity where multiple players engage in a play fight against imaginary monsters, and each other, to be the coolest kid on the block.

- Worked with the art lead in Autodesk Maya and the Substance suite programs to create environment elements.
- Assisted in managing documentation, concept work, and quality assurance.

### HISTORIA MILLITUM

Spring 2019  
Lead Artist, Team Size: 6

A WWII top-down game built in Unity2D. This game features multiple historical battles with blueprint accurate planes, tanks, and boats in historically correct environments. Historical accuracy adding to the unique feel of the game.

- Used Adobe Illustrator to create over 75 unique assets by referencing historical blueprints and records.
- Worked with the team to manage documentation, concept work, and quality assurance.

## EDUCATION HISTORY

### CHAMPLAIN COLLEGE 2021

Bachelor of Science Game Art & Animation, Environment Art