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## Work Experience

### *Groove Jones* | 3D Modeler Intern

- Created 3D models in 3ds Max recreating reference materials
- Created textures for PBR materials in Substance Painter and Adobe Photoshop
- Optimized 3D models, textures, and materials for use in AR and VR platforms

## Game Experience

### *Cyberdrome* | Artist

3D Unreal Engine 4 project | team size: 15 | development time: 3 months December 2018

- Created 70+ 3D modular environment tiles with seamless textures for level designers
- Created environment, enemy, and character concept art in Photoshop
- Created and implemented 20+ VFX in Unreal Engine 4 with visual scripting for conveyance and juice

### *Interstellar Racing League* | Environment Artist

3D Unreal Engine 4 project | team size: 58 | development time: 4 months May 2018

- Created initial game and level specific environment concept art in Photoshop
- Developed and iterated on environment textures
- Refined UV maps in 3ds Max to better allow textures to flow

### *Zoey and the Magic Paintbrush* | Lead Artist

2D Unity project | team size: 4 | development time: 3 months December 2017

- Concepted and created all art assets in Photoshop and saw them through to completion
- Placed art assets while maintaining resolution and scale requirements
- Created all marketing materials including t-shirts and trailer using Photoshop and Premier

## Education

SMU Guildhall | Plano, TX May 2019

- Professional Certificate in Digital Game Development | Specialization: Art Creation

University of North Texas | Denton, TX May 2016

- Bachelor of Fine Arts | Specialization: Studio Painting and Drawing

## Technical Skills

### Core Skills

- 3D modeling, PBR Texturing, 2D art and concepting

### Software

- 3ds Max, Photoshop, Mudbox, Marmoset Toolbag 3, Crazybump, Perforce, Spark AR, Unreal Engine 4, Unity

### Team Skills

- Agile Development, Rapid Development, Scrum