

MITCHELL WALKER

CHARACTER ARTIST

- 404-502-1624
- m3walker@gmail.com
- Seattle, WA
- <https://www.artstation.com/divine>
- <https://www.linkedin.com/in/mitchell-walker-676327206/>

SOFTWARE EXPERIENCE

- Maya
- ZBrush
- Substance Painter
- Substance Designer
- 3D Coat
- Unreal
- Unity
- Photoshop
- Wrap
- Jira
- Perforce

SKILLS

- Sculpting
- 3D Modeling
- Texturing
- UV Mapping
- Handling Scanned Data
- Rendering and Compositing
- Translating concept to 3D
- Understanding of Anatomy

EDUCATION

UNIVERSITY OF UTAH

Master's of Entertainment Arts
and Engineering, Art Track
2021-2023

UNIVERSITY OF UTAH

Bachelor of Science (BS),
Games
Magna Cum Laude
2019-2021

RED GAMES CO. 3D Art Contract

July 2023 – November 2023

An Independent mobile game studio

Unannounced LEGO project

- Tasked with creating unique props, characters, and environments.
- Worked with the team to help develop the art style and create pipelines.

RED GAMES CO. 3D Art Intern

April 2023 – July 2023

An Independent mobile game studio

Beyblade Burst, TRANSFORMERS: Tactical Arena, Unannounced Crayola Game

- Created game ready assets that included characters, props, and arenas.
- Adapted to specific pipelines for each game project.
- Optimized steps in the pipeline to speed up workflow.
- Received excellent feedback from my team and creative directors.

"SLIME KNIGHT" Character Artist

August 2022 – May 2023

EAE Master's program thesis game

- Collaborated with team members to set project goals, milestones.
- Worked from original concept art to create 3D characters in Unreal Engine 5.
- Sculpted, modeled, and textured main character that was both technically and visually complicated.
- Utilized referencing in Maya to create a non-destructive workflow with my rigging artist.
- Experimented with different visual styles early on to help the art team nail our look and style.
- Created a custom pipeline for our environment that involved combining hand painted and procedural textures. This sped-up workflow while still achieving a final product that was true to the concept art.
- Solicited feedback from industry professionals and friends.

"ALTO" Character Artist and Environment Artist

May 2021 – August 2021

CKC Medical LLC hired a group of students to create the game during the summer break of 2021.

- Collaborated with team members to set project goals, milestones, and budget.
- Created main character and environment assets based on meetings with the medical team (concepted, sculpted, retopo, textured).
- Created and built lighting set up for both day and nighttime settings in the game.
- Received excellent feedback on our work product.

LATEST CHARACTERS

"CYBER Y2K GIRL "

- Created a realistic character following the industry standard pipeline.
- Combined multiple ideas together to create a cohesive character.
- Created complex hard surface pieces from scratch.
- Created an intricate hair style using Maya Xgen.
- Created clothing base using Marvelous Designer.
- Utilized Maya's material layer system to create complex materials for skin, hair, metal, and cloth.

"QUI-GON JINN"

- Created a game ready 3D character from established media.
- Sculpted and applied hi-res skin detail in Zbrush
- Created multiple hair card sets using Fiber Shop.
- Created clothing base using Marvelous Designer.
- Rendered in Unreal Engine.