

VERONICA WAALK

3D ENVIRONMENT ARTIST & LEADER

 v.waalk@gmail.com

 (612) 889-8366

 veronicawaalk.com

PROFESSIONAL EXPERIENCE

JUNIOR ART LEAD

House of How Games

May 2022 – Present

- ✦ Develop and iterate on stylized 2D/3D assets for concept and production milestones at the request of the internal Art Director and external client.
- ✦ Support the Art Director in establishing new software amongst the internal and external art team to track tasks and production schedules across multiple projects.
- ✦ Collaborated with developers to take charge on implementing 2D UI and Spine animation art assets through Unity, streamlining the pipeline for art and dev.
- ✦ Maintain flexibility to tackle and learn tasks from 2D UI design, 2D animation, to 3D modelling/texturing.

3D ENVIRONMENT ART & PRODUCTION MENTOR

DigiPen Institute of Technology

September 2021 – April 2022

- ✦ Mentored a cross-discipline projects course of 200+ students dedicated to creating 3D games within a commercial engine such as Unreal Engine 4 and Unity.
- ✦ Delivered guided feedback in live, written, and recorded form to 16 different teams with the goals of each project and the course in mind.
- ✦ Collaborated with production, tech, design, audio, and art professors to problem-solve arising conflicts and unique dilemmas.
- ✦ Developed and presented a breakout session to aid students understanding of 3D environment art, pipelines, and inter/intra-team communication.

ACADEMIC PROJECTS

3D ENVIRONMENT ARTIST & ART DIRECTOR

Froggy's Farm and Friends – *Stylized 3D Farming & Crafting Game*

March 2021 – January 2022

Team of 7

- ✦ Developed previously missing documentation and necessary pipelines after joining as a solo artist on an established project in UE4.
- ✦ Collaborated across disciplines with tech and design to ensure assets were properly implemented and adhered to visual style.
- ✦ Established a cute and inviting visual style to guide the creation of 2D and 3D assets.
- ✦ Created 60+ assets such as 2D UI, 3D props, materials, and water shaders utilizing Photoshop, Adobe Illustrator, Maya, Substance Painter, and UE4.

3D ENVIRONMENT ARTIST

Behemymth – *Stylized Fantasy 3D Arcade Game*

September 2020 – January 2021

Team of 14

- ✦ Integrated with an art team of five to develop, deliver, and test 3D assets into UE4.
- ✦ Collaborated with art and design to iterate and develop an art-focused environment mindful of gameplay.
- ✦ Iterated 3D assets in Maya and Substance Painter based on art & design feedback.
- ✦ Combined knowledge of composition and 3D environment art to populate levels with assets in a pleasing and functional manner.

EDUCATION

BACHELOR OF FINE ARTS IN DIGITAL ART AND ANIMATION

Graduated April 2022

SKILLS

3D Modelling
3D Texturing
3D Lighting
3D Rendering
Sculpture
Fabrication
Scenic Painting
Figure Drawing
Digital Painting

SOFTWARE

Autodesk Maya
Adobe Photoshop
Substance Painter
Unreal Engine 4
ZBrush
Azure DevOps
Trello
Tortoise SVN
Perforce