

VERONICA WAAALK

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 veronicawaalk.com

3D ENVIRONMENT ARTIST

SKILLS

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

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 Unreal Engine 4.
- 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
Behemyth - *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 off art director & design feedback.
- Combined knowledge of composition and 3D environment art to populate levels with assets in a pleasing and functional manner.

SOFTWARE

Autodesk Maya
Adobe Photoshop
Substance Painter
Unreal Engine 4 (UE4)
ZBrush
Trello
Tortoise SVN
Perforce
Phabricator

PROFESSIONAL EXPERIENCE

3D ENVIRONMENT ART MENTOR & TEACHING ASSISTANT
Game Art Project II - DigiPen Institute of Technology September 2021 - Present

- Mentored a cross-discipline projects course of 200+ students dedicated to creating 3D games within a commercial engine such as UE4 and Unity.
- Delivered guided feedback 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.

TEACHING ASSISTANT
Game Art Project I - DigiPen Institute of Technology August 2020 - April 2021

- Guided two teams in a cross-discipline projects course of 150+ students dedicated to creating 2D custom-engine games.
- Evaluated art assignments such as Spine animations, weekly logs, and provided comprehensive feedback for assigned students.
- Informed teams without artists consisting of tech and design how to utilize art principles to their best advantage.

EDUCATION

BACHELOR OF FINE ARTS IN DIGITAL ART AND ANIMATION
DigiPen Institute of Technology - Redmond, WA Exp. April 2022

- Relevant Coursework: Advanced Environment Creation, Lighting and Rendering, Texturing for 3D, and Miniature Set Design and Fabrication.