

<div> <div>Cameron Hickling</div> <div>Environment Artist</div> </div>	<div> www.CameronHickling.com CameronHickling@gmail.com 1 (519) 878-2380 </div>
<div>Summary</div>	<div>Environment Artist with 4+ years of experience creating immersive and optimized environment assets.</div>
<div>Programs</div>	<div>3ds Max, Maya, Photoshop, Substance Painter, Substance Designer, ZBrush, SpeedTree, Unreal, Unity</div>
<div>Skills</div>	<div>3D modelling, sculpting, asset optimization, UV mapping, texturing, PBR material workflow, lighting Time management, adaptability, communication, attention to detail, work ethic, problem-solving</div>
<div>Projects</div>	<div> <div>Low Carbon Hero PC, Unity, Digital Boardgame</div> <div>3D Artist at Imaginary Number Entertainment 2023</div> <ul style="list-style-type: none"> Modelled and textured a wide variety of low-poly buildings and props based on concept art Ensured high quality of completed assets while maintaining strict technical limitations and budget Worked with team of artists and designers to develop and maintain a cohesive visual language <div>My Nuts PC, Unity, Endless Runner</div> <div>3D Artist and Animator at Spinbyte Studios 2015</div> <ul style="list-style-type: none"> Designed, modelled, textured, rigged, and animated main character Modelled and textured several environment assets and props, including foliage and vehicles Optimized entire asset library to run on mobile games <div>Little Miss Aligned PC, Unity, Third-Person Perspective Platformer</div> <div>3D Artist, Animator, Level Designer at Wind-Up Games 2014</div> <ul style="list-style-type: none"> Sculpted, textured, rigged, and animated main character Modelled and textured a large number of environment assets and props for a PC game Designed and iterated on several puzzles using core gameplay mechanic of forced perspective Awarded 3rd place for “Best Art” and 3rd place for “Best Game Overall” at Level Up 2015 </div>
<div>Education</div>	<div> <div>Game - Art</div> <div>George Brown College Ontario College Advanced Diploma Toronto, Ontario</div> <div>Game Level Design</div> <div>Sheridan College Ontario College Graduate Certificate Oakville, Ontario</div> <div>3D Animation and Character Design</div> <div>Fanshawe College Ontario College Graduate Certificate London, Ontario</div> <div>Interactive Media Design</div> <div>Fanshawe College Ontario College Diploma London, Ontario</div> </div>
<div>Employment</div>	<div> <div>Claims Processor</div> <div>Canada Life London, Ontario 2018 - 2022</div> <ul style="list-style-type: none"> Processed medical and dental insurance claims with high degree of efficiency and attention to detail Assisted with sorting incoming mail and counting daily backlog <div>Amusement Host</div> <div>The Rec Room London, Ontario 2018</div> <ul style="list-style-type: none"> Operated major attractions, ensured game areas were clean, processed customer transactions Communicated effectively with customers to ensure their needs were well met <div>3D Artist, Animator, Game Designer</div> <div>Spinbyte Studios Oakville, Ontario 2015 - 2017</div> <ul style="list-style-type: none"> Modelled and textured characters, environment assets, and props for mobile and PC games Rigged and animated characters, vehicles, and props Maintained libraries of assets, shaders, and animations in Unity to be used in development Ensured all assets were properly optimized for low-end hardware <div>Grocery Team Member</div> <div>Whole Foods Market Oakville, Ontario 2015 - 2017</div> <ul style="list-style-type: none"> Stocked products to shelf, organized backstock areas, and provided expert customer service Designed and created product displays and end caps Oversaw other floor employees, provided assistance and mentorship to new team members </div>
<div>Hobbies and Interests</div>	<div> <div>Reading (fantasy, science fiction), hiking, Dungeons and Dragons, playing video games (story-driven)</div> <div>References available on request</div> </div>