

Hunter Hill

3D Character Artist
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Profile

Creator of high-quality 3D assets for video games that create a deep feeling of immersion. Able to adapt work to any art style as needed. Specializes in character modeling and animation and has also done work involving environments and weapons.

Skills and Software

- 3D Modeling
- UV Unwrapping
- Custom Rigging
- 3D Animating
- Texturing
- Sculpting
- Character Design
- Adobe Photoshop
- Substance Painter
- Autodesk 3ds Max
- Autodesk Maya
- Blender
- Unity
- Unreal
- Git/SourceTree

Education

George Mason University – Fairfax, VA

- Bachelor of Fine Arts in Computer Game Design and Minor in Animation – 2017-2021
- Cumulative GPA: 3.95

National Student Leadership Conference – Washington, D.C.

- Game Design Student – 2016

Experience

Lead 3D Artist / 3D Character Artist – *Ground Zero*

Lead 3D Artist / 3D Character Artist: Summer 2022 – Present

- Leads art direction by assuring all 3D assets are the same style and quality
- Models, UV's, textures, rigs, and animates stylized organic, mechanical, and hybrid characters
- Communicates with remote team daily to showcase progress on assets and provide feedback to other team members

Backwoods Studios – *The Witching Hour*

3D Character Artist: Summer 2020 – Summer 2021

- Modeled characters that matched the cartoony art style, keeping animation in mind in the process
- Rigged and animated characters to portray the unique personalities of each of them
- Implemented characters, animations, VFX, and other art assets into the game
- Collaborated with teammates to ensure everything fit into place in the project and that work was high quality

Game Analysis and Design Interest Group – *Collateral Damage, Morg's Mimics and the Mansion Munchables*

3D Character Artist / Concept Artist / 2D Animator: Spring 2020 – Spring 2021

- Created 3D assets for a futuristic Japanese city to match the sci-fi environment using the CORE game engine
- Drew concept art to generate ideas so the art team could figure out a solid art direction
- Collaborated with other members of the art team to create high quality assets that matched the style of the game

Advanced Game Design Studio – *Starbot Showdown*

3D Artist: Spring 2020

- 3D modeled and textured environment and character assets that fit the playful aesthetic of the game
- Rigged character models to make animating easier for other team members
- Collaborated with other members of the art team and sought advice from the team leads when needed

Awards and Accomplishments

Dean's List - Fall 2017 to Spring 2021

Most Innovative Game Design & Best Level Design (*ABORT Mission Mars*) - Online and Mobile Gaming course, Fall 2018

Director's Award - Middletown Marching Knights, 2016

Section Leader - Middletown Marching Knights, 2016