

# LINDSAY SCHWARTZ

3D CHARACTER AND  
ENVIRONMENT ARTIST

## CONTACT ME

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## EDUCATION

Savannah College of Art and Design  
Savannah, GA  
BFA in GAME DEVELOPMENT  
2012-2016

New Palestine High School  
New Palestine, IN  
GENERAL EDUCATION  
2008-2012

## ACHIEVEMENTS

Dean's List | 2013 – 2016

Representative to Orlando IX | 2015

SCAD Academic Scholarship | 2012

SCAD Artistic Scholarship | 2012

Ameriana Bank Art Show | 2010

## ABOUT ME

A professional 3D artist with experience developing and optimizing game assets for both mobile and desktop VR platforms, WebGL experiences, and animated films. Proficiency and familiarity working in an Agile/Scrum environment and quick to adapt to necessary tasks.

## SKILLS AND PROFICIENCIES

### Program Proficiencies

3D Studio Max, Clip Studio Paint, Headus UV Layout, Keyshot, Marmoset Toolbag, Marvelous Designer, Maya, Photoshop, Quixel Suite, Substance Designer, Substance Painter, Topogun, Unity Engine, Unreal Engine, Zbrush

### Key Skills

3D Modeling for low & high poly, Alphas / Foliage, Anatomy, Baking Normal Maps, Cloth Simulation, Communication, Critiquing, Level Design, Lighting, PBR Texturing, Photography, Remeshing Topology, Rendering, Self-management

## WORK EXPERIENCE

### VR Developer and 3D Generalist at GHOST PRODUCTIONS

April 2018 - November 2020

- Experienced working on both internal and client led projects for medical device companies
- Worked closely with medical director and doctors to accurately depict technology and anatomy while optimizing assets for mobile VR use
- Incorporated the source control process into the game development workflow and helped implement its use into client led projects
- Incorporated industry practices into project development workflow for a more unified process
- Approached all areas of asset creation (geometry, optimization, naming conventions, collision, textures, and UV mapping) in a clean and organized manner
- Assisted development of VR interactivity through visual scripting with Bolt in the Unity engine
- Created textures and materials for real-time-rendering in the Unity engine through the use of PBR material workflow in Substance Painter and Photoshop

### Freelance 3D Artist at SELF EMPLOYED

August 2016 - April 2018

- Collaborated with lead developer to define environments/props that are visually cohesive to art direction
- Modeled and textured modular 3D assets for an upcoming isometric RTG game in the Unity engine
- Approached all areas of asset creation (geometry, optimization, naming conventions, collision, textures, and UV mapping) in a clean and organized manner

### 3D Character + Environment Artist at INTERWORLD GAMES

January 2016 - August 2016

- Collaborated with a team of artists and developers in an Agile / Scrum environment
- Modeled, textured, and lighted game ready 3D environments for use in-engine using provided concept art and inspirational photo reference
- Ensured all created environments and assets maintained the art style of the project through communication with concept artist and producer
- Solicited feedback from designers and art directors to accommodate gameplay and art features into the environment
- Approached all areas of asset creation (geometry, optimization, naming conventions, collision, textures, and UV mapping) in a clean and organized manner