

LINDSAY SCHWARTZ

3D CHARACTER AND
ENVIRONMENT ARTIST

CONTACT ME

1-317-213-1666

lindsay_r_schwartz@comcast.com

Linschwa.net

3627 S. Southway Dr.
New Palestine, IN 46163

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