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| **Domonick Bustamante** |
| Summary |
| I am a 3D generalist, but specifically prefer to work on environment art, level design, level layout, and mission design. I have many skills such as organic and hard surface modeling, unwrapping models for optimal UV space, procedural texturing, dynamic lighting, set dressing/asset placement, level prototyping, working with given direction/concept and working well with teams . Fluent in modeling software such as 3DSMax and Maya, as well as sculpting software like Zbrush and Sculptris, and also Game Engines like UE4, UDK, Unity, and Construct. |
| Experience |
| COSMIC | Game Wizards | Santa Monica, CA |
| Lead Level Artist* Create concept for level and layout, for specific world regions throughout game.
* Making asset lists to pass on to the environment artists that I was working directly with.
* Modeling key assets for level, and skinning/rigging to animate for a dynamic experience.
* Making realistic textures in Photoshop.
* Unwrapping all assets from environment team, for optimal UV space usage.
* Placement of assets in Unity to work cohesively with the original level concept.
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| Heatstroke Game Wizards Santa Monica, CA |  | Santa Monica, CA |
| Environment Artist* Create all environment art for final boss level.
* Re-design level events and level layout.
* Modeling, Unwrapping in 3DS Max.
* Making realistic textures in Photoshop.
* Using textures to make materials in UE4.
* Customizing and exporting models, to work in UE4, including light maps.
* Placement of assets in UE4 to work with level design/layout.
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| Dragon Walker | Game Wizards | Santa Monica, CA |
| Level Designer/Artist* Hand-painting all environment assets, and character sprites in Photoshop.
* Level layout, asset placement, and mission design.
* Making specific assets that animate, with different sprites per animation.
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| Education |
| 2011-2015 | The Art Institute of California - Los Angeles | Santa Monica, CA |
| Degree in Bachelors of Science - Game Art & Design* Best of Quarter
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| References |
| Andy Clayton – andyclayton3d@gmail.comPhil Donahue - Philipadonahue@gmail.com – (818) 869-4361 |