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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. | | | |
| 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. | | | |
| 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 | | | |
| References | | | |
| Andy Clayton – [andyclayton3d@gmail.com](mailto:andyclayton3d@gmail.com)  Phil Donahue - [Philipadonahue@gmail.com](mailto:Philipadonahue@gmail.com) – (818) 869-4361 | | | |