

Spencer Korman

[HTTP://SPENCERKORMANART.COM/PORTFOLIO.HTML](http://spencerkormanart.com/portfolio.html)

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SUMMARY

Creative 3D Artist with 4+ years of experience with a background in the digital arts, including asset creation and technical art in game development and archviz.

Self-motivated professional with excellent communication skills and team working abilities, eager to learn and contribute to any team.

KEY SKILLS

Game Application Development

PBR Material pipeline

Understanding of proportion, scale, and value

Unreal Engine 5

Traditional and Digital media

Game Programming

Motion capture recording

Active communication

TECHNICAL SKILLS

Software: Unreal Engine, Substance Painter 3D, Blender, Maya, Houdini, Zbrush, Adobe photoshop

Programming languages: Unreal Visual Scripting, Python, Java, HTML, CSS, Javascript, SQL

REFERENCES

Available upon request.

EXPERIENCE

Unreal Engine Technical Artist – Red Leaf NY

2024 - PRESENT

- Establishing and maintaining art pipelines between architects, 3d modelers and unreal engine
- Asset production and optimization in use for real time virtual tours.
- Shader creation and rendering management for photorealistic renderings
- Unreal Engine tool creation for more seamless production and use of Unreal engine

Unreal Engine Technical Artist – Smashing Graphics Game Studios

2022 - 2024

- Setting and meeting production deadlines.
- Trained and mentored a team while maintaining and guiding artistic direction.
- Facilitate collaboration and cooperation between art and programming teams.
- Create and modify development pipelines .
- Produce assets from concept to final game ready version.

3D Environment Modeler – Smashing Graphics Game Studio

2021 - 2022

- Concept, design and model various environment assets, ensuring that all were completed in a timely manner.
- Maintain a consistent style, within hardware specifications, that fit established company pipelines.
- Responsible for detail-oriented work to a Lead artist's specifications.
- Effectively communicate style and design goals to other team members.
- Adjust designs visuals and technical details based on team feedback.
- Developed real-time problem-solving skills for day to day problems.

Freelance 3D Artist – Upwork

2020 - 2021

- Designing different 3D assets and renderings based on client specifications and feedback.
- Responsible for timely delivery and meeting deadlines.
- Receiving and adjusting designs based on client feedback.

EDUCATION

New Jersey Institute of Technology, Newark NJ

Bachelor's Degree Digital Design