

PAUL PRESLEY

-PROP ARTIST-

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Game development professional with over 5 years of experience working as an artist within the games industry.

I'm a highly trained artist with a background in traditional art, along with greatly specializing in 3D modeling and texturing.

Education

Art Institute of Orange County
California: Santa Ana, CA

- Bachelor of Science in Game Art and Design, June 2009

Skills:

- Unreal Engine
- 3ds Max Asset Modeling
- UVW Unwrapping and Texturing
- Photoshop CC
- ZBrush

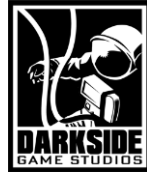
EXPERIENCE



gearbox software : Content Artist

March 2015 – Present

Create props and environment assets for unannounced project.



DARKSIDE GAME STUDIOS : Freelance

December 2014 – January 2015

Created props and a character for their unannounced project.



CREATIVE ASSEMBLY™ : Freelance

April 2014 – April 2015

I create environment assets, character props, and narrative specific items for Warhammer: Total War.



INSOMNIAC GAMES : Freelance

March 2014 – June 2014

Created environment assets as well as narrative specific props. Worked closely with the Lead Level artist for the following game:

- Sunset Overdrive

Athos Consulting Inc : Freelance

April 2014 – May 2014 ; December 2014 – January 2015

Created environment assets and props for Assorted Autodesk projects



IRRATIONAL GAMES : 3D Artist

August 2009 – February 2014

Created environment prop assets, concept creations and narrative assets for the following games:

- Bioshock Infinite
- Bioshock Infinite - Clash in the Clouds
- Bioshock Infinite - Burial at Sea: Episode 1
- Bioshock Infinite - Burial at Sea: Episode 2



PIXEL STUDIOS : Intern

April 2009 – June 2014

I worked on cinematic, commercial, and next-gen game projects. Job consisted of modeling props, creating environment scenes and texture work. Collaborated in the creation process of new game ideas.