

Heather Grice

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www.jadedrabbit.com

Environment Artist

Skills

- 3ds Max
- Photoshop
- Maya
- Mudbox
- Detail Oriented
- Communicator
- Conceptual Art
- UV mapping
- Color Theory Knowledge
- Self motivated
- Proactive
- Team Oriented
- Ability to work within specified budget
- Capable of following concepts
- Understanding of lighting and depth
- Able to keep with deadlines
- Experience of Unity Game Engine
- Knowledge of the game industry

Experience

Artist/Consultant

2006 – Present

Hushpuppy Studios

- Created 3d environments and props
- Created graphics and other assets for websites and other mediums
- Advised and contributed to various small projects
- Researched for concepts and references
- Worked within the budgets specified for each project

Lead Environment Artist, Intern

2006

Artificial Life Project for a University of Advancing Technology Viral Marketing Campaign

- Created environments from concepts to final models
- Participated in Team meetings and critiques
- Worked under strict deadlines

Environment Artist

2005 – 2006

The CiTAGA Project

- Created environment assets/props
- Participated in team meetings and work sessions
- Worked within limits of the Unreal 2004 engine

Education

University of Advancing Technology

2004 – 2006

Bachelor of Art: Multimedia

GPA: 3.9

Lambuth University

2000 – 2002

Focus: Fine Art/Graphic Design

GPA: 3.6