CLAYTON HUBER

3D ENVIRONMENT ARTIST

PORTFOLIO & DEMOREEL
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Los Angeles Metropolitan Area, CA

SOFTWARE

- Unreal
- Unity
- Photoshop and Adobe Creative Suite
- Autodesk Maya and 3ds Max
- Zbrush
- Substance Painter and Designer
- Houdini
- Speedtree
- Gaea
- Clickup

EDUCATION

Gnomon School of Visual Effects, Games, & Animation

Graduated with Certificate in Digital Production - July 2021- June 2023

Focus on Game Art

The Ohio State University

Graduated with Bachelor of Fine Arts - August 2016 - May 2020

Majored in Art & Technology

PROFESSIONAL EXPERIENCE

Allrise / 3D Modeler - Jan 2024 - Present

- Modeled vehicles and environments accurately for forensic animations
- Responsible for texturing in Substance Painter and set dressing in Unreal Engine
- Worked with and matched point cloud data in 3ds Max
- Effectively managed time to meet tight deadlines

QUALIFICATIONS AND SKILLS

- Proven artistic and technical skills in 3D production
- Experienced as a 3D generalist with an understanding of multiple pipelines
- Researched and modeled environments through concept and referential material
- Created detailed assets of a wide variety, both organic and hard surface
- Knowledge of level layout, lighting, color theory, and visual storytelling
- Created materials and textures with an understanding of PBR
- Deployed material, foliage, and modular workflows
- Utilized Unreal blueprints for both game-play mechanics and world building

SOFT SKILLS

- Ability to troubleshoot problems efficiently and creatively
- Strong communication skills to effectively teach and learn new techniques
- Motivated learner with a strong passion for self improvement
- Experienced providing feedback and creative input
- Conceptualized and drafted both video and board game designs

AWARDS

- The Rookies - Draft Selected
- The Rookies Awards - Career Opportunity Finalist
- Awarded Rank A 2023