

VALENTINA HAWES

3D CHARACTER ARTIST



CONTACT

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SKILLS

character modeling
creature modeling
lowpoly modeling
highpoly sculpting/baking
retopology
PBR material authoring
handpainted textures
UE4 blueprint scripting
agile
fundamental rigging/animation

SOFTWARE

Zbrush
Maya
3ds Max
Unreal Engine 4
Unity
Substance Suite
3D Coat
Xnormal
UVLayout
Topogun
Photoshop
Illustrator
Marvelous Designer
UE4 Material Editor

EDUCATION

BFA - INTERACTIVE DESIGN/GAME DEVELOPMENT

Savannah College of Art and Design (SCAD)
Graduated June 2017

WORK EXPERIENCE

CHARACTER ARTIST @ TEAM DOGPIT

2018

Lowpoly 3D characters for Red Star Azimuth, a Unity game with a cellshaded, comic book art style.

CHARACTER ARTIST @ UKUZA

2017

Created highpoly character models for promotional materials for 2D Platformer "Skelattack".

CHARACTER ARTIST @ PITCHBLOCK GAMES

2017

Freelance character model + texture for their unannounced project for Samsung Gear VR.

PROJECTS

CHARACTER ARTIST/ART DIRECTOR - DEEP BLUE BOOGALOO

2017

Art direction, character modeling, retopology and hand-painted textures for *Deep Blue Boogaloo*, a wave-defense action game in UE4.

The Rookies - Game of the Year Finalist 2017

TEXTURE ARTIST - TRASHED (FILM)

2017

Painted textures for the two main characters for a 3D Animated film by Rachel Clemente.

GAME ARTIST - ANORAMA

2016

Concept art. character modeling + texturing for a proof of concept for *Anorama*, an atmospheric puzzle game in UE4.

GAME ARTIST - MONOLITH

2016

Character and environment concept art, environment modeling and set dressing for *Monolith*. Worked in UE4 with a team of 12.