

Dylan Lynch | 3D Environment Artist
Denver Area | artin3Dylan@gmail.com | 303-868-8715

ARTin3Dylan.com

Profile: Born and raised in Colorado and currently still residing in Denver. My love of video games began very early, and I have been a massive fan of games all my life. My passion for gaming has since leveled up, and I love being part of the process of making games. I get so much enjoyment in creating something that brings fun and entertainment to others. It was a big move to change careers, but with much hard work, I graduated Summa Cum Laude and shipped my first title shortly after graduating in 2020. I always strive for greatness and am dedicated to continuously developing my skills as an artist. On a personal note, I am easygoing, and my wife and I love to travel, go hiking, go to the theatre, foster dogs, and hang out with friends and family.

Software:



Application Skills & Abilities: I work with Maya, Arnold, Zbrush, Unreal, Unity, Substance Painter, Photoshop, Illustrator, Speedtree, and more. I do 3D modeling, digital Sculpting, UV mapping, texturing, game engine material building, lighting, and rendering. I am extremely hard-working, have a good eye for color and composition, am very detailed, can meet deadlines, am a team player and leader, great with time management, and get along with everyone.

Rocky Mountain College of Art and Design | Studied Game Art | 2018 - Graduated Spring of 2020 with a BFA

Art Institute of Colorado | Studied Video Game Art and Design | 2016 - 2018

The University of Northern Colorado | Studied Theatre | 2005 -2007

Work Experience:

Portals Edge 360 - 12/07/2022 to Present - 3D Environment Artist - Contracted

My duties include 3D environment modeling from concept art or reference images, texturing, and asset setup in the Unity game engine. I am building assets for their first time-traveling VR game, *Tempus 84*. I also do level lighting and have been optimizing and updating their older assets.

Razor Edge Games - 07/24/2020 to 02/10/2023 - Level Designer - Contracted

My duties include Designing, mapping out, grey boxing, and building the completed levels using prefabricated models in the Unity game engine for their first massive RPG game, *Eden Falling*. I set up the loot points, player stages, and NPC spawn points. I also create walking paths for NPCs, set up NPC animations for the level, and add cameras for the best shots of animated actions. Tidy up the hierarchy and naming conventions so they are correct and organized. Terrain sculpting, adding level vegetation using Vegetation Studio, and creating terrain textures using Microsplat materials. I also help the art team with 3D modeling, UV mapping, and texturing, and I support the VFX team with lighting.

Internship with Jeroen Lapre - 05/11/2020 - 07/20/2020 - 3D Artist

My duties included 3D modeling, UV mapping, texturing, and rigging for a motion picture.

High Plains Lawn Service - 04/15/2002 - 11/26/2021 - Manager

My duties included Interviewing and hiring employees, training, motivating, and disciplinary actions, scheduling, routing, appointment setting, quality assurance, website management, budgeting, and consistently trying to find ways to help the company run as efficiently as possible.

Shipped Game:

Seeking Salvation - 2020 - PC Game - Unreal Engine 4 - Self Released

Third Person shooter where the player fights off waves of enemies.

