Sarah Taylor | Environment/Prop Artist

Email | SarahTaylor3D@hotmail.com

Portfolio | [www.sarahtaylor3d.weebly.com](http://www.sarahtaylor3d.weebly.com)

**Objective Statement**

To further my growth as a 3d artist and obtain an entry level position as an Environment Artist/3D Modeller in a company that will help me to improve and expand my skills.

**Software Knowledge**

- Maya

- Adobe Photoshop

- ZBrush

- Mudbox

- xNormal

- Ndo2

- Marmoset Toolbag

- Unreal Development Kit

**Skills**

- Environment and prop assets

- High to low poly modelling workflow

- Digital Sculpting

- Modular and tile sets

- Diffuse, Normal, Specular and emissive texturing

- Unwrapping

- Team player

- Self-motivated

- Passionate gamer

**Experience**

**2012**

**- Lead artist/Level Designer for the ‘Desert’ level in the student game ‘Ithaca**

- Concepted and designed the level

- Modelled, sculpted, unwrapped and textured all objects

- Created paint-overs to refine composition

- Responsible for all lighting and particle effects

**2009-Present**

Waitress/Bartender | Croydon Hotel

- Handled money on a regular basis

- Provided training to other staff members

- Looked after customers and dealt with complaints in a friendly and efficient manner

**Additional**

**2012**

**- Game Testing for the ‘Australian Centre for the Moving Image (ACMI)**

Tested and provided feedback for ACMI for the Game Masters 2012 event.

**Education**

**2010-2012**

Advanced Diploma of Professional Game Development (Major in Art) | Academy of Interactive Entertainment, Melbourne, Australia

**2003-2008**

Year 12 completion | Lilydale High School, Melbourne, Australia