

# 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