

SHERIDAN GREEN

3D ENVIRONMENT ARTIST

sheridangreen.com 

NDA password: polygonsoup

sheridangreen3d@gmail.com 

WORK EXPERIENCE

Lead 3D Artist + Texture Artist - The Devhouse Agency

Abilene Storybook AR

Sept 2023 - Oct 2023

- Set up and maintained file organization repository for art team
- Created stylized smart materials in Substance ecosystem
- Modeled, textured, rigged, and animated low-poly character models
- Developed pipeline for turning 3d scans of character sculptures into animated models
- Collaborated with programmers, artists, and designers to raise project quality

Environment & Texture Artist - The Devhouse Agency

Cold Iron Studios: *Aliens Fireteam Elite DLC* - NDA

Nov 2022 - Mar 2023

- Managed material file organization for team
- Created atlases and placed signage and decals in UE4
- Designed new color palettes within proprietary material systems and prefabs
- Constructed and propped multiple rooms with cover and set pieces in UE4
- Worked within Cold Iron's systems to achieve PBR standards and good performance

Environment Artist - The Devhouse Agency

Cold Iron Studios: *Aliens Fireteam Elite DLC* - Shipped

June 2022 - Oct 2022











- Worked in fast-paced, confidential remote workspace with co-dev team at Cold Iron
- Populated 3d environments to emphasize multiplayer staging and combat in Unreal
- Utilized the UE4 level editor, blueprints, and location tags to test enemy AI spawners

PROFILE

I am a well-rounded 3d artist specialized in environments! I have experience in asset creation, management, and integration for AR, VR, indie and AA game development.

BA in Animation from UTDallas

TOOLS

-  Maya
-  Adobe Creative Suite
-  Substance Designer
-  Substance Painter
-  SpeedTree
-  Unity
-  Unreal Engine
-  Jira
-  Source Control
-  ZBrush

SKILLS

3D

- Asset integration
- Environment design
- Procedural texture creation
- Level design
- Asset creation & modeling
- Modular kit creation
- Sculpting
- Lighting & rendering

Project Management

- Customer service
- Conflict resolution
- Task delegation
- Pipeline planning
- Effective communication