

AUSTIN BOOKER

3D Artist and Designer

SKILLS

High / Low Poly Modeling
Prototyping
U.V. Mapping
Concept / Development
Rigging
Texturing
Texture Baking
U.I. / U.X. Design

SOFTWARE

Pixologic Zbrush
Autodesk Maya
Autodesk 3ds Max
Substance Painter
Substance Designer
Adobe Photoshop
Adobe After Effects

ENGINES

Unreal Engine 4
Unity Engine

HARDWARE

Oculus Rift
Android / iOS
Windows Phone
PC / MAC

CONTACT

Email: austbooker@gmail.com
Portfolio: www.austinbooker.com

EXPERIENCE

GROVER GAMING | FROM DEC 2014 - CURRENT 3D Artist | Character, Environment, U.I. / U.X.

Responsible for modeling, texturing, rigging and animating 3D assets for games and apps.
Responsible for conceptualizing and developing U.I. / U.X. assets for games and apps.

KNIGHTSTRIKE | PHL COLLECTIVE | FROM DEC 2013 - MAY 2014 3D Artist, Interaction Designer | Character, U.I. / U.X.

Responsible for modeling, and texturing 3D assets for games and apps.
Assisted the team in developing and determining player interaction and level layout.

PROJECT SPEARHEAD | CARNEGIE MELLON | FROM SEPT 2013 - DEC 2013 Lead Artist, Interaction Designer | 3D Assets, Web Design, U.I. / U.X.

Responsible for all art related task on the team.
Assisted the team in developing and designing 2D rapid prototypes and experiments for the virtual reality headset, Oculus Rift - Development Kit #1.
Assisted the team in researching and implementing technologies with the Oculus Rift DK1, such as the Playstation Move, Razor Hydra and the Unity Game Engine.

MY HERO JOURNEY | CARNEGIE MELLON | FROM JAN 2012 - MAY 2013 3D Artist, Animator | Character, Animation, U.I. / U.X.

Responsible for texturing, rigging and animating 2D / 3D assets for an interactive exhibit.
Assisted the team in designing, developing, and playtesting a child friendly user interface that encouraged children to read and create stories.
Assisted the team in designing, building and installing the physical interactive exhibit in the San Antonio Childrens Museum of San Antonio, TX.

RELEASED PROJECTS

GREEN LOTTERY & DIAMOND SKILLS | PC, iOS, Android | Grover Gaming
KNIGHTSTRIKE | iOS, Android, Windows Phone | PHL Collective
MY HERO JOURNEY | Interactive Exhibit | San Antonio Childrens Museum
THE ALICE PROJECT 3 | PC | Carnegie Mellon University

EDUCATION

MET | MASTERS OF ENTERTAINMENT TECHNOLOGY
Carnegie Mellon University, USA - May 2014
BFA | BACHELOR OF FINE ARTS
New Jersey City University, USA - May 2011