

KATRINA COLLINS

3D/Environment Artist
Video Editor

San Diego, CA
✉ kcollins3D@gmail.com

Katrinacollins.com

SKILLS

3D Modeling: Hard Surface & Organic, Low Poly/High Poly
Texturing/Baking: UVs, PBR
Environment Creation
Prop Creation
Retopology
Asset Optimization
Lighting/Rendering
Concept Art
Visual Development
Game Development
Video Editing: Podcasts, Educational Content, Trailers, Short format
Photo Manipulation
Illustration: Traditional & Digital
Graphic Design
Marketing: Social media management, content creation, wordpress
Piano: Arrangement & Performance

PROGRAMS

Autodesk Maya & Nvidia Iray

Zbrush

Blender

Substance Painter

Unreal Engine 4 & 5

Unity

3D Coat

Adobe Photoshop

Adobe Premiere Pro

Perforce

Jira

GAME ART/MEDIA EXPERIENCE

Co-Developer/3D Art Lead/Musician, Akane Takeover, Remote, March 2022- Present

- Modeled and textured multiple 3D assets, created 2D icons and UI design
- Helped develop mechanics and story
- Arranged and perform piano renditions of soundtrack
- Designed and created DLC characters

Freelance 3D Artist/Video Editor, Chris Guarin, December 2021 - Present

- Created a 3D intro involving modeling various assets within a gym environment
- Modeled logo and created a scene including camera movement and lighting
- Video edited podcast episodes and promotional trailers

Freelance 3D Artist, 3D Creative Visuals LLC, Remote, January 2022-May 2022

SubVRsive/Amazon

- Worked along the lead artist to model and texture assets within a Maya scene to be presented in Unity

SubVRsive/Digi-Key

- Assisted modeling and UVing an asset for animation and creating a custom texture Atlas

Video Editor/Production Artist, Proko, San Diego, CA, April 2019 - May 2020

- Edit video and audio content for various art courses, the Draftsmen Podcast, interviews, and other material for youtube and other platforms
- Worked alongside with a team to produce quality material for a unique art learning experience
- Created marketing material to promote content on social media with blogs, posts, and newsletters.
- Used photo manipulation, retouching, color grading, graphic design and editing in Photoshop for promotional thumbnails and images.
- Managed/monitored various social media accounts such as Instagram and Facebook

3D Artist, Amazon/Nine Sixty Nine, Seattle, WA, October 2017 - April 2018

- Modeled various props, furniture and assets as identical as possible for product needs
- Textured assets in detail following pipeline guidelines and product references
- Worked alongside a team of fellow artists to produce quality work for consumers
- Lit and rendered 3D models for visual appeal using Maya-Nvidia Iray

PlanetSide 2 Artist Intern, Daybreak Games, San Diego, CA, summer of 2016

- Modeled various assets for PlanetSide 2
- Textured assets with pre-made texture sheets along with their pipeline
- Adapted to the sci-fi style of PlanetSide 2 through the texturing process/modeling style
- Worked alongside with designers and other artists to produce quality content

Environment Artist, RCAD Senior Thesis Project, Sarasota, FL, 2016 - May 2017

- Created pre-production art, models, and textures to create a consistent fantasy world
- Crafted materials in UE4 and Substance Painter for all environment assets as well as characters and weapons
- Programmed a brief third person playable level using blueprints
- Produced and edited a cinematic game trailer with gameplay in Unreal Engine 4
- Lit and rendered the scene within UE4 with post processing and lighting effects

EDUCATION: Ringling College of Art & Design, Sarasota FL
Bachelor of Fine Arts in Game Art & Design

2017