



San Diego, CA  
kcollins@c.ringling.edu  
Katrinacollins.com  
979-220-3448

**Katrina Collins**

**Education:** Ringling College of Art & Design, Sarasota FL  
Bachelor of Fine Arts in Game Art & Design - May 2017

## SKILLS:

### Modeling:

- Autodesk Maya
- Zbrush
- Working knowledge of Blender

### Texturing/Baking:

- Substance Painter
- Unreal Engine 4
- 3D Coat

### Environment Creation:

- Unreal Engine 4
- Working knowledge of Unity

### Lighting/Rendering:

- Unreal Engine 4
- Maya-Nvidia Iray

### Video Editing:

- Adobe Premiere Pro

### Photo Manipulation:

- Adobe Photoshop
- Image retouching, art, and graphic design

### Marketing:

- Mailchimp, Hootsuite, Instagram, Wordpress, Facebook
- Social media management and publishing content
- Thumbnail creation
- Video captioning
  
- Organizing and working with Perforce
  
- 25 years of experience in piano

## GAME/ART EXPERIENCE:

**3D Artist**, 3D Creative Visuals LLC, Remote, January 2022-Present

### 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

**Freelance 3D Artist**, Chris Guarin, December 2021 - January 2022

- Create a 3D intro involving modeling various assets within a gym environment
- Model logo and create a scene including camera movement and lighting

**Production Artist/Editor**, 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, 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 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

**Lead Airbrush Artist/Assistant Manager**, Air Trendz, College Station, TX, 2009 - 2011

- Airbrushed custom orders according to customer's wants and needs
- Airbrushed carry-in items with custom designs and fonts
- Ran the cash register and kept track of all order records and customer information
- Managed financial forms, trained new artists and lead the team to ensure quality artistry
- Opened and closed the store, cleaned and sterilized all airbrushes before close