

Deon Wilson | 3D Artist

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Summary

I am an artist specializing in 3D modeling and texturing techniques with a strong knowledge of scripting and technical aspects of game design. I used my skills to help develop assets for a game with five team members over a period of nine months that we presented at PAX South 2019.

Primary Skills (4 years technical + 1 year managerial)

Adobe Software: Photoshop, Illustrator, Indesign, Premiere, After Effects, XD.

Game Engines: Unreal Engine 4, Unity.

Modeling/Texturing Software: 3ds Max, Maya, Zbrush, Substance Designer, Substance Painter, Houdini.

Scripting: C#, MaxScript, UE4 Blueprints.

Experience

Aspyr Media | August 2019-Present

Quality Assurance Tester

- Test both 2D and 3D software repeatedly to identify and document defects in a clear and concise manner.
- Regress fixed bugs across multiple test builds and Migrate bugs between JIRA, Test Track, DevTrack.
- Ability to adapt to a changing environment and handle multiple priorities while working with a team or independently.

InfiniteWorlds VR | May 2019-Present

Customer Service Representative

- Help customers understand the Virtual Reality system.
- Work with IT to troubleshoot technical issues with the HTC Vive.
- Provide overall customer service with a friendly and helpful attitude.

Freelance Artist | 2015- 2019

Self

- Created InfiniteWorlds VR flyers for a marketing campaign distributing 10,000 flyers around San Antonio
- Scheduled and tracked milestones to ensure the timely development of game assets.
- Ensured all technical and performance guidelines of game assets are implemented in projects.
- Created hard-surface game-ready assets within technical constraints and established art direction
- Used digital painting, node-based, and pbr workflow to create textures for hard surface models.

Ractive Interactive | July-Sept 2018

Art Internship

- Modeled and Textured a humvee for a Virtual Reality multiplayer simulation at a museum.
- Designed Artificial Intelligence using Unreal Engine's behavior tree to spawn and attack the player.
- Conducted playtests to find art/design bugs for quality assurance purposes.

Education

The Art Institute of San Antonio | March 2019

Bachelor of Fine Arts in Game Art and Design