

FISHER BILLINGS

3D MODELER / TECHNICAL ARTIST

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OBJECTIVE

I seek to secure a position within the video game industry at a reputable company where my skills will be expanded and tested in new and exciting ways. I hope to bring my valuable skillset to a company where my contributions will be valued, and I can equally value their philosophies.

EXPERIENCE

June 2017 – Present

Addison HVAC • Assistant CNC Programmer / IT

I was originally brought into the company to assist with converting outdated files (DXFs) to a file type that the new CNC machines would read (RADAN). I grew to learn how to program and clean up parts to be used with the company's newer laser cutting machines while also training others on how to properly use this software. I've also done various IT work with reimaging tablets, helping reroute our servers/updating switches and small computer IT work.

August 2019 – May 2020

ThunderBlossom Games • Ascendant • 3D Modeler / Technical Artist

This was a student led Workshop Capstone project where I was tasked with creating modular assets that would be used to fill our various themed environments while also creating a variety of particle systems, post processing and material effects to accompany different attacks, pickups, buffs and environmental hazards.

August 2019 – December 2019

QuarterNote Games • Tempo Tapper • 3D Modeler

This was a student led casual game production project where I was tasked with creating various instruments and musical assets that would be held by our character or be placed within the environment. It was kept low poly in order to best optimize the mobile platforms that would be used to play the game.

January 2019 – May 2019

Veridis Quo • 3D Modeler

This was a student led production project where I was tasked with creating both props and architectural/room building assets. These assets were primarily modular in order for level populating to be streamlined.

EDUCATION

2016 – 2020

University of Central Florida, Bachelor of Arts in Digital Media – Game Design

Graduating with a 3.7 GPA, focusing on 3D modeling and creating Particle Systems/Post Processing Effects.

TOOLS

Proficient:

- MAYA
- ZBRUSH
- SUBSTANCE PAINTER
- UNREAL ENGINE 4

Knowledgeable:

- UNITY ENGINE
- MARMOSSET TOOLBAG 3
- ADOBE PHOTOSHOP

KEY SKILLS

- HARD SURFACE MODELING
- ORGANIC MODELING
- SCULPTING
- TEXTURING
- MATERIAL CREATION
- POST PROCESS EFFECT CREATION
- PARTICLE SYSTEM CREATION
- TEXTURE BAKING