

LEAH AUGUSTINE

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EXPERIENCE

ENVIRONMENT ARTIST - HI-REZ STUDIOS

JAN 2018 - PRESENT

- Environment Artist - Unannounced Project
- Environment Artist - Realm Royale (PC, Xbox One, PS4)

ENVIRONMENT ARTIST - GLASS CAT STUDIOS

AUG 2017 - DEC 2017

- Environment Artist - Trial of the Gods (PC, HTC Vive VR)
- Created a library of procedural, tileable textures that could be easily reused and instanced allowing for fast level design iteration
- Modeled key props, assets and creation of modular kit

TEACHING ASSISTANT - FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

AUG 2017 - DEC 2017

- Worked under Nicholas Zuccarello, teaching 3D modeling, texturing, and Unreal Engine 4 to graduate level students
- Organized and prepared UE4 projects and set file and organizational structures within Perforce
- Gave demonstrations teaching Substance Designer and UE4 material creation

LEAD ARTIST - PROJECT POLISH PRODUCTIONS

DEC 2016 - SEPT 2017

- Lead Artist and Environment Artist - Hollowed (PC)
Nominee for Best Student Game at the 2017 Game Awards
- Created and managed environment modular kit to increase efficiency of level creation for both artists and designers
- Worked closely with programming to monitor performance and worked with other artists to optimize all assets

EDUCATION

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

AUG 2016 - DEC 2017

Master of Science - Interactive Entertainment, 3D Art Specialization
Fellowship Recipient

UNIVERSITY OF CENTRAL FLORIDA- SCHOOL OF VISUAL ARTS AND DESIGN

AUG 2013 - MAY 2016

Bachelor of Fine Arts - Emerging Media - Character Animation

SOFTWARE

PROFICIENT

Unreal Engine 4	Substance Painter
Marmoset	Substance Designer
Autodesk Maya	Perforce
Zbrush	JIRA
Adobe Photoshop	Trello

KNOWLEDGEABLE

Agisoft	Marvelous Designer
World Machine	SpeedTree