Tobi Taylor

3D Environment and Prop Artist

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Skills

Software:

Scripting:

C#

References

Adrian Fielding
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TUS Midlands Midwest
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Profile

Game Artist specialised in the creation of 3D environment and prop assets that are optimised to function in engine. Strong interpersonal skills with a workflow suited for effective implementation in a team-based pipeline.

Education

TUS Midlands Midwest - Clonmel (2019 - Present)

Third year of level 8 BSc in Game Art and Design.

Notable Modules:
3D Character art (Second Year) - 81%
Effective Teamwork (Second Year) - 89%
3D Gaming Animation (Second Year) - 71%
3D Modelling 1 Game Props (First Year) - 74%

Portumna Community School - Portumna Co. Galway (2013 - 2019)

Graduated with full marks for academic portfolio.
Subjects included Higher level art, Higher Level English and Higher level Chemistry.

Projects

- ***'Cure'* - Game Project (September 2021 - November 2021):** Created a stylised environment from the blocked out prototype state to the textured and lit finished state in Unity. Design choices were based on principles of level design and utilised a workflow of Maya to ZBrush to substance painter.

- **Prototype Game Pitch (February 2021 - April 2021):** Cooperated with a multi-lingual team in the development of a prototype game design which was delivered as a pitch to StoryToys, TouchPress Inc.

Experience

- **November 2021:** Delivered a live demonstration and Q&A regarding tools and features in ZBrush for Second Year students of Game Art and Design BSc (Hons) and Digital Animation Production BSc (Hons)

- **November 2021 - Present:** Worked as a Student Tutor for students of Game Art and Design BSc (Hons) and Digital Animation Production BSc (Hons)

- **October 2021 - Present:** Assisted in an informal playtest program for Romero Games LTD.

Skills

Software:
Talented use of Maya to Zbrush to Substance Painter workflow in the creation of engine-ready assets of limited textures and materials and appropriate memory budget.

Scripting:
C# - Used primarily in Unity for Editor Scripting and Mechanic Implementation.