**Dannie Carlone**

**Environment Artist**

**Email:** **danniecarlone@gmail.com**

**Online Portfolio: danniecarlone3d.weebly.com**

**Technical Skills:**

**Maya** & **3ds Max**

Low-poly and High-poly modeling

**Z-Brush**

High Poly sculpting, hand painted textures, creating normal maps, specular maps, and baking matcaps to texture.

**Photoshop**

Hand-painted and realistic texturing.

**XNormal & Knlad**

 Transferring High poly information into normal, AO , and cavity maps

**Work Experience:**

**Crystal Dynamics: - Environment Artist (**May 2014 – Present)

**Rise of The Tomb Raider:** Asset Creation, Materials, Texturing, World Building. Establishing quality bar of assets on hub levels. Managing environment art level memory, and mentoring jr artist on the team. Working closely with leads and helped established PBR pipeline.

**Big Red Button Entertainment: - Environment Artist (**January 2014 – April 2014)

**Sonic Boom:** Asset Creation, Texturing

**Cyrptic Studios: - Environment Artist (**October 2013 - January 2014)

**Neverwinter:** Asset Creation, Texturing, World Building

 **SCE Santa Monica Studio: - Environment Artist**(March 2012- February 2013)

**God of War Ascension:** Asset creation, breakables, Texturing, kitbash props, worked on cinematics

**Vigil Games: - Environment Artist Temp** **(**June 2011 – March 2012):

**Warhammer 40k: Dark Millenium Online:**  Asset creation, High poly modeling, kitbash props, World building, Texturing, Collision.

**Broken Circle Studios –3D Intern** (3 months)**:**

Low poly modeling, texturing, rigging

**Dan Carlone Construction -Laborer** (3 years):

Laborer, Demolition work

**Freelance: - Habitat for Humanity**

Logo Creation for Chico State Habitat for Humanity Program

**Education:**

The Art Institute of California– Inland Empire

Degree: Bachelor of Science

Major: Media Arts and Animation

Graduation: Fall 2011