Samuel Korth

3D Generalist

CONTACT

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Summary

A 3D generalist capable of using a wide variety of programs to follow game assets down the art pipeline, from concept to engine ready.

Skills

- **3DS Max**
- **Blender**
- **Unity Engine**
- **Unreal Engine**
- **Substance Painter**
- **Photoshop**
- **C#**
- **C++**

References

Available upon request

Experience

3D/2D Generalist - Digital Donut Games

2021 – Present

- **Modelled** and **UV mapped** characters and props in 3DS Max
- Used Substance Painter and Photoshop to create **textures**
- **Designed** several UI screens
- Created 2D **icons** for UI and the HUD
- Sculpted an island using Unity's terrain tools after level designing
- Placed assets around the island in the Unity engine to tell environmental stories
- Wrote dialogue for NPCs and the protagonist
- Designed quests
- Documented assets and their information in a spreadsheet
- **Rigged** characters in 3DS Max
- Used custom rigs to block out and refine **animations**

3D/2D Generalist – Happy Puppy Studios

January 2021 – April 2021

- Became familiar with Unreal engine's **blueprints**
- Designed the game's level
- Modelled assets in 3DS Max
- Textured assets in Photoshop
- Designed and wrote **C++** code for the UI

Education

Game Development – Algonquin College, Ottawa, Ontario

2019 – 2022

Was taught a vast set of skills, such as:

- 3D Modelling
- Texturing
- Rigging
- Animation
- Level Design
- UI/UX Design
- C#
- C++