

Spencer Korman

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SUMMARY

Creative Artist with 2+ years of experience with a background in the digital arts, including asset creation and team management in game development. Self-motivated professional with excellent communication skills and team working abilities, eager to learn and contribute to any team.

KEY SKILLS

Game Application Development
PBR Material pipeline
Understanding of proportion, scale, and value
Team management
Traditional and Digital media
Game Programming
Motion capture recording
Active communication

TECHNICAL SKILLS

Software: Unreal Engine, Substance Painter 3D, Blender, Maya, Houdini, Zbrush, Adobe photoshop
Programming languages: Unreal
Visual Scripting, Python, Java, HTML, CSS, Javascript, SQL

REFERENCES

Available upon request.

EXPERIENCE

Unreal Technical Artist – Smashing Graphics Game Studios

2024 - PRESENT

- Collaborate to meet the needs programming and design teams
- Researching and developing technical tools to assist artists in Unreal Engine
- Supporting artists and designers in the 3D art pipeline
- Importing finished art and outsourced assets to the game engine
- Implementation of rendering techniques and improvements
- Developing materials and shaders to assist artist implementation
- Researching and Optimizing for Pixel Streaming infrastructure

Lead 3D Artist – Smashing Graphics Game Studios

2022 - 2024

- Setting and meeting production deadlines.
- Trained and mentored a team while maintaining and guiding artistic direction.
- Facilitate collaboration and cooperation between art and programming teams.
- Create and modify development pipelines .
- Produce assets from concept to final game ready version.

3D Environment Modeler – Smashing Graphics Game Studio

2021 - 2022

- Concept, design and model various environment assets, ensuring that all were completed in a timely manner.
- Maintain a consistent style, within hardware specifications, that fit established company pipelines.
- Responsible for detail-oriented work to a Lead artist's specifications.
- Effectively communicate style and design goals to other team members.
- Adjust designs visuals and technical details based on team feedback.
- Developed real-time problem-solving skills for day to day problems.

Freelance 3D Artist – Upwork

2020 - PRESENT

- Designing different 3D assets and renderings based on client specifications and feedback.
- Responsible for timely delivery and meeting deadlines.
- Receiving and adjusting designs based on client feedback.

Shift Leader – Jersey Mikes

2019 - 2022

- Organized and ran daily shifts of associates
- Responsible for timely delivery of orders

EDUCATION

New Jersey Institute of Technology, Newark NJ
Bachelor's Degree Digital Design