ETHAN YANT

3D ENVIRONMENT ARTIST



SKILLS

3D Modeling Lighting and Rendering **Texture / Material Creation** UV Mapping / Unwrapping **Environment Set Dressing** Digital / Traditional Painting **Cinematic Sequences** 3D / 2D Animation Retopology Figure Drawing Source Control Team Leaderhip **Production Planning**

EXPERIENCE

Lead Environment / Lighting Artist Green Reaper

★ 1st Place Winner, "Bellweather 2023" game competition

Game of the Year Finalist, "The Rookies 2023"

3D greenhouse-based adventure game using Unreal Engine.

- Modeled 35 and textured 21 unique environment props.
- Composed all lights across the level to immerse and focus players.
- Set dressed all playable areas of the level, elevating the level design.
- Animated and edited all cinematic sequences, improving narrative.
- Implemented all environment-related assets into Unreal Engine.
- Directed two additional Environment Artists with asset creation tasks.
- Assisted with art team production and documents.
- Helped publish game to Steam.

Environment / Lighting Artist Codename: TIARAS

08/2020 - 09/2021

Team size: 10

Team size: 24

2D cyberpunk-themed platformer using a custom engine.

- Created 141 unique environment props, solidifying the theme.
- Illustrated 12 unique background layers, helping immerse players.
- Animated 3 environment VFX to avoid a static environment.
- Placed and optimized all lights across levels, improving atmosphere.
- Designed the in-game HUD, aiming to fit the setting of the game world.
- Assisted other artists with VFX and UI to speed up production schedule.
- Helped publish game to Steam.

EDUCATION

DigiPen Institute of Technology Bachelor of Fine Arts in Digital Art and Animation 08/2019 - 04/2023

Monterey Peninsula College Graphic Design / Drawing and Composition / Business 08/2017 - 12/2018

Winner of "The Rookies"



Excellence Award 2023

SOFTWARE

Autodesk Maya



Unreal Engine



Adobe Photoshop



Substance Painter



ZBrush



Marmoset Toolbag



Pixar's RenderMan