GANNON FAUST JASPERING
3D ENVIRONMENT ARTIST
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EXPERIENCE

Hi-Rez Studios (June 2016): Currently Employed at Hi-Rez Studios as an **Environment Artist** on *Paladins*. Duties include: materials, modeling, sculpting, retopologizing, set dressing, and texturing props, foliage, terrain and architecture, based on concept art for the game.

- **Paladins: Champions of the Realm (06/16 - present)**. Involved in the production of over 8 different art sets and 15 shipped maps. Worked on project from unreleased alpha state through open beta, full release and onward.
- **Realm Royal (10/17 - 02/18)**. Env artist for the battle-royale style game *Realm Royale*. Worked on the game for around 5 months from inception through its initial release. After release, I rejoined the *Paladins* team in March 2018.

Dino Batter (February 2016): Led a team of eleven people in the creation of a 3rd person action game titled *Dino Batter*. My roles included: Creator, Lead 3D Artist, Lead Designer, UI, Concept, and Animation.

Collaborative Learning Course (January 2016): Chosen to participate in a "Collaborative Learning Course" (CLC) in which myself and fourteen other students collaborated with Hewlett Packard and on of the world's largest entertainment companies (Specifics under NDA) to create a playable game-based product.

ACCOLADES

80 Level: Invited to share my artistic and technical process for my environment scene, *Ghost House,* for the online publication *80 Level.*

- *https://80.lv/articles/stylized-ghost-house-breakdown/*

SCAD Enetelechy Award:

- Winner for *Best 3D Environment: **Fish Market***
- *Winner for Best 3D Game: **Dino Batter***

3D Creative: Had personal work ***Onion Hut*** published in the 2015 November issue of the 3D art magazine, ***3D Creative.***

- *https://issuu.com/designerlps/docs/3dcreative_-_november_2015*

Polycount: Personal work *Fish Market* was displayed as a banner on **Polycount.com** in June 2016

EDUCATION

Savannah College Of Art And Design
BFA - interactive Design & Game Development
Graduated Magna Cum Laude 3.8 GPA

SOFTWARE

Maya - 3DS Max - Zbrush - Substance Painter - Photoshop - 3D Coat - Unreal Engine 4 - Unreal Engine 3 - Topogun - SpeedTree - Marmoset Baker/Render