



Scott M. Lopez
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SUMMARY

Five years 3D modeling and texturing experience. Focus in modeling highly detailed environments, UV mapping, texture map creation, shader setup, and lighting utilizing 3DMax, Maya, Photoshop, and UT3/UDK/Unreal 4. Strong attention to detail in regards to form, shape, structure, and silhouette in regards to modeling. Eye for light, shade, color, and detail in hand painting textures. Efficient and agile, experience in working well with others while under pressure to meet milestones and visual style.

SOFTWARE AND TECHNICAL KNOWLEDGE

3D Studio Max

Maya

Z-Brush

Adobe Photoshop

Unreal Editor (UT3/UDK/Unreal 4)

Unity

Double Helix/Slayer Engine

- UV Unwrapping

- High and Low-Poly Modeling

- Model/Texture to Engine Pipeline

- XNormal, Faogen, Substance, Quixel

- Transfer Maps (AO, Normal, Curvature)

File Version Control (Perforce, Git, SVN)

Beast Lighting

SHIPPED GAME TITLES

Killer Instinct: Season 3 (XB1, Win 10)

WWE Immortals (iOS, Android)

Path to Luma (iOS, Android)

Corpse of Discovery (PC)

Heroes: Reborn (XB1, PS4, PC)

EDUCATION

December 2010

September 2010

August 2010

June 2010

May 2010

February 2010

February 2010

February 2009

Misty Michelle, Hand Painted Textures Workshop

William Kowach, Game Asset Pipeline Workshop

Charles Bradbury, Foliage Workshop

The Art Institute of California San Diego

Bachelor of Science, Game Art and Design

Hethe Srodawa, Environment Design

Hethe Srodawa, Character Design

Tyler Wanlass, Unreal Development Kit

Material/Lighting Workshop

Marshall Vandruff, Composition Workshop

CREATIVE EXPERIENCE

The Loft

An original scene completed in roughly one week, heavily inspired by archviz artists using UE4 such as Koola. Goals were to simulate realistic lighting, create realistic material reads, and to arrange a simple yet pleasing composition. Substance Designer 5 and Substance Bitmap2Material 3 used for textures.

Fantasy Alley

An original scene completed in roughly seven days. Researched for reference and materials to determine the overall look. Tiling textures using Z-Brush, as well as treated photo-sourced textures and implementing nDO to generate maps. Utilized a layered terrain material. Generated multiple shaders for different material types. Decals and vertex painted grunge.

Natural Selection 2 Concept: Refinery Hallway

Based on the original concept piece for Natural Selection 2 by Unknown Worlds. Goals for this scene were to make a completely modular Sci-Fi set of meshes, all sharing one 1024x1024 texture set. Also put into practice texturing methods learned from the Eat3D Sci-Fi Floor tutorial. Followed the concept closely and took liberties for adding missing details.

WORK HISTORY

2015 – 2015

Iron Galaxy Studios, Lighting/Environment Artist

2014 - 2015

Phosphor Games, Environment Artist

2013 - 2014

Molten Games, Junior Environment Artist