AUSTIN GROSS
Character Modeler | aus-design.net

OBJECTIVE

I craft characters with eye-catching personalities.

SOFTWARE

- Zbrush
- Maya
- Substance Painter
- Photoshop
- Unreal Engine 5

SKILLS

- Able to communicate design ideas in both verbal and written forms
- Enjoys receiving and providing feedback
- Makes a strong effort to bring positivity into the work environment
- Experimenting and innovating on ideas

EDUCATION - SCAD

GAME DESIGN BFA • 2019-2023
Overall GPA: 3.5
Major GPA: 3.4
Made A's in both beginner and advanced character sculpting classes
Completed courses in game art, game theory, level design, game tech, and game art. Worked through the game development pipeline.

PROJECT EXPERIENCE

2 full independent character models
Collaborative Project 1:
- Genre- 3D platformer
- My Role- Lead creative and sole level designer
- Content- Single level prototype

Collaborative Project 2:
- Genre- FPS Rougelite
- My Role- Character artist in the pipeline
- Content- Currently in development

Work Experience

AUSTIN.W.GROSS@GMAIL.COM

984-227-1417

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AUSTIN-GROSS-376A601AB/

WORK EXPERIENCE

iD Tech Camp Lead Instructor
    -Responsibilities
- Primarily teaching game design to camper students
- Teaching creativity and software including game design methods, Unreal Engine 4, Blender, and adobe animate
- Led fellow counselors in organized tasks
- Presenting myself as a role model to students and ensuring their safety and wellbeing