

STEPHEN MINKIN

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Employment

Senior Tech Artist

Digital Dimension:2017-

- Develop shaders within UE4 material Editor.
- Develop particle effects within UE4 Editor.
- Develop Blueprints within UE4 Editor.

3D Artist contractor

Valkyrie entertainment:2016-

- Develop highpoly low poly models for realtime.

Senior 3D Artist and Programmer

The Rogue Initiative:2015-2015

- Create 3D environmental assets.
- Create highpoly models with corresponding lowpoly models.
- Bake maps and use Photoshop to create final textures.
- Tasked to build various game prototypes using UE4 Blueprints and C++. (prototypes not shown to public)
- Built 3 prototypes games. Variation/Optimization of on rails VR shooter. FPS with unique gameplay mechanics. 3rdperson mixed with FPS using a fully custom cover system.

Pete Blumel (Studio Head & Producer at THE ROGUE INITIATIVE) can be contacted for Reference.

3D Artist

Adayana Government Group:2014 2015

- Develop CAD like assets for Military educational software.
- Work with revisionary team to make updates/improvements to existing company assets

3D Artist

Goblin Works:2012-2013

- Create fictional Characters in 3D.
- Create highpoly models with corresponding lowpoly models.
- Bake maps and use Photoshop to create final textures.
- Work with the Big World Engine and create tech demo for a Kickstarter.

Character Artist Tech Artist

Pitch Black Games: 2010-2012

- Create fictional Characters in 3D.
- Create highpoly models with corresponding lowpoly models.
- Bake maps and use Photoshop to create final textures.
- Program using hero script (Hero Engine) for armor system and dynamic textures.
- Work with animation and create base rigging skinning and final import into engine.

Character Artist Intern

Big Huge Games:2010-2010

- Create fictional Characters in 3D.
- Create highpoly models with corresponding lowpoly models.
- Bake maps and use Photoshop to create final textures.

3D Art Programs

3D Studio Max, Zbrush, Knald, Photoshop, Quixel, Maya, Substance Painter, X Normal, After Effects

Programming languages

C++, C#, Blueprints

Contracting

(listed in no particular order)

Nexon

The Rogue Initiative

Valkyrie Entertainment

Digital Armada Inc

Education

Art Institute of Washington: BFA in Media Arts and Animation 2005-2009