

R.J. (Randolph J. Budd)
3D Environment and Prop Artist
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Education-

Full Sail University

Bachelor of Science Degree in Game Art September 2012

Sullivan County Vocational School

Graphic Design Certificate 2008-2010

Programs - ● Maya ● Unreal Development Kit ● Photoshop ● ZBrush ● Crazybump
 ● XNormal ● 3DCoat ● Marmoset Toolbag 2

Program Skills- ● Modeling (Hard-Surface and Organic) ● UV Layouts ● Texturing
 ● Level Building ● Material Creation ● Sculpting ● Retopology

Personal Skills- ● Good Communication ● Punctual ● Team Player
 ● Hard worker ● Problem solver

Student Projects:

Game Project / Battle Ducks: The Goosening (03/26/2012 - 08/23/2012)

Full Sail University

Environment Lead - Modeled, textured and placed assets.

LVL (01/03/2012 - 01/30/2012)

Full Sail University

Kismet Artist - Worked in kismet to add vfx to level.