

DAMON SMITH

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[Portfolio: NomadicRealms](#)

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Summary

Versatile Game Art Generalist with extensive experience in creating detailed 3D models, textures, and animations for VR environments. Expert in Blender and Lightwave 3D, with proficient skills in Unity and Unreal Engine. Proven track record in delivering optimized assets for immersive VR/AR experiences. Adaptable and collaborative team player, eager to contribute to innovative and challenging projects.

Work Experience

Beyond Studio Jan 2022 - Present

3D Generalist

- Create high quality assets that are optimized with performance in mind for AR applications
- Rig and animate characters
- Optimize asset integration and develop shaders to streamline art-to-development workflow

GAMESTERS' PARADISE Sept 2016 - Jan 2022

Operations Manager

- Developed web app solution to automate administrative tasks, saving the company \$32,000 a year
- Eliminated all marketing costs by improving SEO for top-ranking discoverability
- Created customer kiosk to resolve workflow congestion

The Today Foundation Jun 2009 - Aug 2009

Instructor

- Designed and instructed a course in 3D modeling and programming.
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Personal Projects

VRChat Sept 2016 - Jan 2022

- Created multiple 3D Environments and a character for the game VRChat

The Alleyway Sept 2016 - Jan 2022

- Created modular 3D assets for sale on Unity Asset Store

Smack Sept 2016

- Illustrator and Technical Artist for collaborative game project

Pulse Driver Sept 2012

- A solo 2D Game project made in Unity for a Game Jam
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Skills

- 3D Modeling and Technical Art
- PBR Texturing and Materials
- Animation and Rigging
- Lighting and Baking
- VR/AR Game Development

Software

- Blender, Lightwave 3D, Maya, 3DS MAX
 - Unity, Unreal Engine
 - Substance Painter, Adobe Photoshop
 - Git, Plastic SCM
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Education

Associate's degree in General Studies Science, Panola College, May 2013

"Be The Game" Certification – Focus on 3D Modeling, Animation, Programming, and Engineering, July 2008