

CORY J HALTINNER

3D ENVIRONMENT ARTIST

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-EXPERIENCE & PROJECTS-

Flat Red Ball

August 2016 – Present

Content Artist / UI Artist / Software Tester on [Unannounced PC Game](#)

- Created art assets for the game, including environments, props, characters and UI
- Collaborated game design, mechanics and track design
- Established pipelines for implementing art assets into the game

Electronic Arts

July 2015 – July 2016

3D Artist on [Minion's Paradise](#) / Marketing Artist on [Minions](#), [Bejeweled Stars](#), [Pets: Unleashed](#) and [Scrabble](#)

- Modeled, UVed, transformed concept art into hand painted textures, created rigs in Maya
- Collaborated with the art team to provide marketing with screenshots and updated content lists
- Photoshopped in game renders grabbed from engine
- Worked directly with IP Holders to design player facing tutorial images for the game

The GApp (Therapeutic Games and Apps)

June 2013 – July 2015

Art Lead shipped apps including [Bad Air Day](#), [UHealth](#), and [Arches Health Insurance](#)

- Managed and trained artists while overseeing their work on multiple projects
- Provided critique and assistance to artists in weekly review meetings
- Created and implemented 3D assets for a variety of projects for mobile and PC
- Met with producers to ensure that scheduling and expectations were met and maintained

Retro Yeti Games

October 2013 – June 2015

3D Environment Artist on [404Sight](#) / Co-founder of Retro Yeti Games

- Created 3D environment models for level dressing kit that the team used to set dress all levels
- Assisted in set dressing levels using assets I created and quality checked work of others
- Designed and created levels using Unreal 4
- Produced marketing and social media assets, including logos, t-shirts and printable materials

Team Tripleslash

October 2011 – October 2014

3D Artist / Level Designer on [Magnetic by Nature](#) and [MbN: Awakening](#) / Co-founder of Team Tripleslash

- Modeled, UVed, and textured 3D characters and prop assets
- Designed levels incorporating several challenging game mechanics
- Created promotional materials including posters, stickers, logos, graphics etc.
- Attended festivals to showcase and demo game to thousands of attendees
- Helped maintain Kickstarter by engaging with community and answering questions about the game

-SKILLS-

- 3D modeling – Maya, Zbrush, xNormal, Crazy Bump
- UV Layouts – unwrapping in Maya
- Texturing – Hand Painted, Photoshop, Crazy Bump, Quixel, Substance
- Rigging – Basic Maya rigging for props and environment pieces
- Engines – Unreal 4, Unity 4/5, Marmoset Toolbag 2
- Project Management – Source Tree, Confluence, Handsoft, Jira

-EDUCATION-

Masters of Entertainment Arts & Engineering

University of Utah

May 2015

Bachelor of Arts in Film and Media Arts

University of Utah

August 2013