

Angelo Person  
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Portfolio: [AngeloPerson3D.com](http://AngeloPerson3D.com)

### Summary of Skills

- Realistic high-to-low modeling and texturing in PBR
- Set dressing real-world and futuristic environments
- Adapting to new programs quickly and efficiently
- Effective communication within team and cross-studio
- Adhering closely to a weekly project-long schedule
- Critical thought on how my contributions can improve the project

### Shipped Titles

- **Call of Duty: WWII** (November 3, 2017)
- **Call of Duty: Infinite Warfare** (November 4, 2016)
- **Livelock** (August 30, 2016)

### Work Experience

- Junior Environment Artist at **Raven Software**, Wisconsin (Spring 2016 - Present)  
*Duties:* Set dressing immersive environments that tell a story with an art team, collaborating with designers, producers, lighters, and others. Prop modeling and texture authoring when necessary, as well as LOD editing, and adhering to texel density.
- 3D Artist Intern at **Tuque Games**, Montreal (Summer 2015)  
*Duties:* Worked closely with a small team of artists, programmers and designers to create props, materials, and environments for console game, "Livelock".

### Tools

Modeling: 3ds Max / Maya / Zbrush	Texturing: Substance Painter / Designer
Engines: Unreal 4 / Unity / Radiant	Scripting: Python for Maya
Image Editing: Photoshop	Version Control: Perforce
Photogrammetry: Agisoft	Rendering: Marmoset / Keyshot

### Education

- Champlain College, Burlington, VT  
Bachelor's Degree in Game Art and Animation (May 2016)  
Dean's List (Spring 2013, Fall 2014, Fall 2015, Spring 2016)  
Finalist in The Rookies' 2016 Rookie of the Year competition; Industry Ranking A