

# Camille Sloan 3D Artist-Animator

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## PROFESSIONAL EXPERIENCE

2020 - Ongoing

### **Playmake Inc.**

#### **3D ARTIST**

Currently in charge of the 3D art direction for Playmake Inc. Roblox games which includes the title "**Murder Party**" **an online multiplayer murder mystery game (shipped game for Roblox with 2 years of live service support)**. I've taken care of all art related aspects possible from concept art to finalized 3D models and animations, either for character or environment art done in **Blender** and set up in **Roblox Studio**. Designed and modeled over 200 weapons for their gatcha lootbox and pass systems alongside promo art in collaboration with our artist team, also arranged the planning behind their game lore and event updates.

2019 - 2020

### **Foxnext - Fogbank Entertainment**

#### **CINEMATICS ASSISTANT DIRECTOR**

Took care of directing cinematics for their app **Storyscape (shipped game for iOS and Android devices)** which involved setting up cameras, animations, characters and stages according to the narrative written in their stories, their branching paths and the lead director's vision through a 2.5D perspective built in **Unity** timeline tools and **Spine**.

2018 - 2019

### **Gears for Breakfast**

#### **3D ARTIST**

Modeled, textured and rigged several costumes and accessories for the main characters of the game **A Hat in Time (shipped game for Nintendo Switch/PS4/Xbox One/PC)** built in **Unreal Engine** alongside creatures and npcs for collaborative projects within the modding community. These projects have been featured by the developers and purchased for use in the main game's DLC content.

2017

### **Strawberry Games**

#### **3D ANIMATOR**

Animated over 40 cycles for their JRPG inspired game **Koe**. These animations include idles, talking, walking and running cycles for 3 different types of humanoid rigs: female, male and child. Also took care of exporting them to be ready for use in Unity's mecanim system.

## ACCOMPLISHMENTS

### ***Pidgeons and Food: Stop Motion Short***

Directed and animated my own 2 minute paper cutout short which was selected as best animated short in the 2016 "Cine Pobre Panalandia" movie festival (Panama) and nominated in the Hayah Movie Festival 2013 (Panama).

### ***The Fur Day: 3D Animated Short***

Directed and animated my own 3 minute 3D short through the help of several friends from college and work. It won a prize for best script in the Los Angeles Film Festival 2019, best animated short in the Hayah Movie Festival 2020 (Panama) and "Premios Victoria" 2021(Panama).

## VOLUNTEERING

### **Gameheads (Non-profit organization made to train youth in game development)**

**February 2022 - March 2022**  
**April 2021- June 2021**

#### **3D ART TEACHER (Blender)**

Taught and built the curriculum for an intro to Blender class to a group of 10 students for the Gameheads Spring Program. This class covered all the basics of 3D art from Modeling, to Texturing, Rigging and Animation.

**March 2020 – May 2020**

#### **ANIMATION TEACHER (Dragonbones/Spine)**

Taught a 2D rigging and animation class in Dragonbones/Spine to 12 students.

**July 2018 – August 2018**

#### **3D ART MENTOR (Maya)**

Taught the basics of the creation process behind 3D characters to one of Gameheads students and guided him and his team to prepare their assets for their game.

## LANGUAGES

English, Spanish

## SKILLS

- Autodesk Maya
- Autodesk 3ds Max
- Blender
- Zbrush
- Substance Painter
- Unreal Engine
- Unity
- Toonboom
- Spine
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Adobe Illustrator
- Roblox Studio

## EDUCATION

2011-2016                      Academy of Art University - San Francisco, CA  
Bachelors in Animation and VFX