

Camille Sloan 3D Artist-Animator

w. camillesloanarts.com  camillesloanarts@gmail.com

PROFESSIONAL EXPERIENCE

2020 - 2023

Lost Arts (Playmake)

3D ARTIST

Remote full time work. I was in charge of the 3D art direction for Lost Arts (formely known as Playmake) **Roblox** and **Unity** games which includes the **shipped titles Murder Party a Roblox multiplayer murder mystery game, Monster Arena a Roblox multiplayer creature battler and collectathon game and Bullet Planet a bullet hell roguelite iOS/Android mobile game**. 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 and Unity**. Designed and modeled over 200 weapons for their gatcha lootbox and pass systems and over 50 creatures fully rigged with animations 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

On site full time work. 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

Freelance remote work. 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.

2018 - 2019

Studio Anjin

3D ARTIST

Freelance remote work. I've been in charge of modeling, texturing, rigging, animating buildings, plants and props for the game Nanokin, a turn based RPG made in Unity with a mix of character sprites and 3D environments.

2017

Strawberry Games

3D ANIMATOR

Freelance remote work. Animated over 40 cycles for their JRPG inspired game **Koe (PC/Steam)**. 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**.

2016 - 2017

Gentlemen Gaming

3D ARTIST-ANIMATOR

I was responsible for creating art assets for the different games they have lined up in the pipeline, most of them oriented to mobile platforms and done in Unity. The art ranged from low poly 3D models, to 2D illustrations both vectored and hand painted along some sprites.

VOLUNTEERING

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

February-March 2023

3D ART TEACHER (Blender)

February-March 2022

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.

April-June 2021

March-May 2020

2D ANIMATION TEACHER (Dragonbones/Spine)

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

July- 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