

GAVIN BURD

ENVIRONMENT ARTIST

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gavinburd.com

Comstock Park, MI 49321

ABOUT ME

Passionate environment artist with strong skills in modular modeling, dynamic lighting, procedural and handpainted texturing, sculpting, and trim sheets with an emphasis on creating visually interesting environments and props for a variety of digital media projects.

EDUCATION

Ferris State University
Digital Animation & Game Design
(Expected to Graduate May 2025)
Bachelor of Applied Science

Advanced 3D Modeling
Digital Sculpting
Character Design

Kent Career Tech Center
(Aug 2019 - May 2021)

2019-2020: Graphic Communications
2020-2021: Digital Animation & Game
Programming

Comstock Park High School
(Aug 2017 - May 2021)
High School Diploma
GPA: 4.14

ACHIEVEMENTS

SkillsUSA
2020 Contestant
Graphic Communications

WORK EXPERIENCE

Faycrest Studios: Deadpedal
(May 2024 -)
Environment Artist (Intern & Ind. Contractor)

- Model modular buildings
- Design tileable textures and trimsheets
- Create toolkits for race track environments
- Complete client work

Junior Project: Shattered Chains
(Jan 2024 - Apr 2024)
General 3D Artist

- Model, unwrap, texture 3D props
- Model, rig, skin, and animate characters.
- Communicate about updates and distribution of work.

Grand Rapids Popcorn Company
(Apr 2021 - May 2025)
Food Production Worker

- Produce selections of popcorn efficiently and to their best quality
- Optimize the amount of product overtime
- Maintain a sanitary work area

Contact For References

SOFTWARE & SKILLS

Unreal Engine 5 • 3ds Max • ZBrush • Substance 3D Painter • Substance 3D Designer • Photoshop
Maya • Premiere Pro • Illustrator • Unity • GitHub • Google Workspace • Jira • Microsoft Office
Modeling • Still/Real-Time Rendering • Sculpting • Texturing • Trim Sheets • Foliage Modeling •
Animation • Rigging • Skinning • Retopology • Project Management • Scripting/Coding
Communication • Organization • Attention to Detail • Team-Oriented • Positivity