Arthur M. Thurston III

Modeler & Texture Artist.

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**Professional Profile**

Dedicated video game enthusiast with outstanding in communication, leadership, and organization skills. Professional interests in environment modeling, asset modeling, mechanical design and modeling, level design, and texturing.

**Skills**

3D Modeling 3D Animation Level Design Texturing Game Design

**Software**

Maya Zbrush Photoshop Unreal Engine Unity Substance Painter Jira Slack

**Education**

2013 - 2017 Bachelor of Fine Arts, Game Art and Design. The Art Institute of Atlanta, Atl. GA.

3.620 GPA, Dean’s Honor Roll, Academic Excellence Award

**Professional**

2016 - pres Designer/Animator Lifespan Virtual Learning, Atl. GA.

Designed and Modeled various assets for the online game Connexions Academy. Designed their new logo when the company rebranded itself from Lifespan Behavioral Technologies to Lifespan Virtual Learning. Also tested Connexions Academy regularly.

2016 - 17 Freelance Modeler/Beta Tester. SnarfQuest Tales. Cellbloc Studios, Atl. GA.

Provided in-game asset models and beta tested point-click adventure video game.