Lynne Startup

Phone: (425) 232-9875
Email: lynnestartup@gmail.com
Portfolio: www.lynnestartup.com/
LinkedIn: www.linkedin.com/in/lynnestartup/

Summary:

Full-pipeline 3D artist specializing in asset creation, animation and engine integration. Capable of managing the full lifecycle of 3D assets, bridging the gap between artistic creation and technical engine implementation. Skilled in creating complex animation systems and optimizing assets for real time engines and mobile VR. Passionate about contributing to innovative projects and leveraging my unique skills to elevate creative endeavors in the gaming industry.

Skills include:

- Creating both hard surface and organic models
- Generating optimized, densely packed UV maps
- Producing PBR textures using both photo-based and hand-painted techniques
- Rigging and animating characters and environmental props and assets
- Integrating assets into Unity and Unreal
- Developing gameplay features using C# in Unity
- Optimizing assets for mobile, AR and VR platforms
- Producing sketches, storyboards, illustrations and graphic design assets
- Troubleshooting and resolving technical issues within engines and art pipelines
- Collaborating with engineers on the development of engines, tools, and art workflows
- Providing art direction and managing small art teams
- Managing multiple projects simultaneously
- Coordinating with outsource firms, external contractors and developers
- Applying Agile development methodologies

Primary Tools and Technology:

Modeling/Animation: 3D Studio Max, Maya, ZBrush
Illustration/Paint/Texture: Substance Suite, Adobe Suite
Video Production: After Effects, Premiere Pro
Commercial Game Engines: Unity, Unreal
Project Management & Version Control: JIRA, SVN, Perforce, GIT

Professional Experience:

Virtual Therapeutics Kirkland, WA **2017-current**
3D Game Artist/Animator/Unity Gameplay Programmer
Various VR, AR and Mobile Projects

- Modeled, rigged, textured, and animated characters and props
- Integrated art and audio into Unity projects
- Created complex animation controllers in Unity
- Authored particle effects
- Optimized game assets for mobile VR
- Programmed character and prop behavior
- Programmed a state machine that was controlled by audio clips
- Programmed 90% of a meditation and cancer visualization experience

Nectar Game Studios **2014-2017**
Environment Artist – contract
Project Resurgence RPG
- Modeled, rigged, textured, and animated characters and props
- Sculpted detailed models for normal map generation in ZBrush
- Integrated assets and constructed levels in Unreal Engine

NCR Pearson, Inc **2015-2016**
Character Animator – contract
Various projects
- Produced 50–70 human and animal animations weekly (body movement and lip-sync in English and Spanish), totaling about 2,000 animations
- Developed an augmented reality app in Unity using the Viewforia plugin, handled character rigging, animation, and UI design
- Created illustrations

Double Dutch Jump, Inc **2015-2016**
Character Animator, UI Artist, Environment Artist – contract
Double Dutch Jump (2015, mobile)
- Developed user interfaces
- Designed and created environments
- Animated 3D characters and environmental objects
- Produced marketing materials, digital assets, social media visuals, and merchandise artwork

Swift Creek Games **2012-2014**
Fish vs. Crabs (2013, PC and mobile)
- Designed and created the UI
- Created 30 environment levels
- Modeled, textured, rigged, and animated 30+ characters
- Produced marketing materials
- Created a two minute game trailer

Jar of Marbles II (2012, mobile)
- Illustrated player icons based on sketches
- Produced 30% of all the UI art
- Developed 80% of all the achievements
- Created icons, marketing ads, and web banners

Jar of Marbles III (2012, mobile)
- Illustrated player icons based on sketches
- Produced 30% of all the UI art
- Produced 30% of all the achievements
- Designed icons, marketing advertisements, and web banners

Education

Hofstra University Hempstead, NY
Bachelor of Science in Computer Science
Minor in Fine Arts.

Rochester Institute of Technology Rochester, NY
Master of Fine Arts in Imaging Arts
Concentration in Computer Animation (*Degree pending on completion of thesis)*