

Penny Wilkerson

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SUMMARY

I am an Environment Artist with 6 years in games/tech, including experience as a Technical Artist and a Software Engineer. I'm good at improving asset pipelines and initiating cross-team conversations as a problem solver. With my technical expertise, I make clean assets, optimized shaders, and useful documentation.

EXPERIENCE



Environment Artist
Hi-Rez Studios

January 2021 - Present, Seattle, WA

- Created/Updated assets for Smite maps on a team of ~6.
- Contributed props and materials for the Smite x Stranger Things Crossover. Fun!



3D Artist
Freelance

July 2020 - February 2021, San Francisco, CA

- Delivered and improved props and characters for use in Unity and Scenokit.
- Brainstormed with clients to figure out long-term needs beyond current asset delivery requirements.
- Worked directly with engineers to ensure successful asset integration.



3D Artist
Panda

November 2018 - March 2020, San Francisco, CA

- Established creative-engineering pipeline; concretized tools/process requirements for asset delivery.
- Animated characters with in-house rig, created a 2 - 4 minute clip each week with a team of 3.
- Wrote shader modifiers (Metal) for a flexible avatar creator and various VFX.



3D Artist
AugiDish

April 2018 - August 2018, San Francisco, CA

- Built AR- and mobile-friendly photogrammetrized assets for use in Unity.
- Cleaned up and retopologized model scans, from ~2m to 30k triangles and LODs at 3k.
- Preserved and fixed scanned textures, augmented with PBR textures.



3D Artist
Uber ATG

April 2017 - April 2018, San Francisco, CA

- Organized, purchased and converted third-party content, driven by engineering needs, for self-driving simulations in Unity and UE4.
- Modeled, textured and rigged custom assets with Blender, Substance Painter, and Krita.
- Bootstrapped and established GNU/Linux art tech stack.



Developer/Founder
Furthington Studios

October 2014 - October 2016, Singapore

- Designed and published 2 games on the Google Play store using Unity; created all art assets and animated UI.



Software Engineer SDE1, SDE2
TinyCo

July 2012 - June 2014, San Francisco, CA

- Joined the Family Guy: The Quest for Stuff team to fix crucial Android-related bugs.
- Collaborated with artists to improve UI processes; added features to the in-house UI tool and export scripts.
- Solved live game problems with the community team.

EDUCATION

BS in CS and Real-Time Interactive Simulation

DigiPen Institute of Technology • Redmond, WA • 2012

Foundation & Design Program

CG Master Academy • 2016

SKILLS

Game Dev: 3D Modeling, PBR & Stylized Texture Creation, Mobile Optimizations, Scripting, Cross-Disciplinary Problem Solving

Tools: Maya, Blender, Unity, UE4, UE3/UDK, Substance Painter/Designer, Photoshop, Illustrator, Krita, Node-Based Shaders, C#, UE4 Blueprints, Git, Perforce, Jira, Trello