

hadidjah chamberlin

vfx and environment artist

- www.hadidjah.com - 707.499.6649 - hadidjah@gmail.com - Redmond, WA -

Objective

Tech-savvy artist looking to help bring awesome game worlds to life, or blow the whole thing up.

Skills and Qualifications

- Experience creating real-time and post-process effects within multiple engines and styles.
- Background in environment art, including modeling, sculpting and texturing, level construction and lighting.
- Strong technical skills in content creation, including destructibles, shaders, rigging and scripting.
- Quick and eager learner happy to delve into all aspects of game development.
- Software: Maya, Photoshop, 3DCoat, ZBrush, Unreal/UDK, Unity, Houdini, nDo2, Perforce, After Effects, Flash.
- Languages: C#, Python, MELscript, Javascript, ActionScript.

Work History

VFX and Environment Artist (Contract) - Team Dakota, Redmond, WA January 2015 - Present
Games: *Project Spark* (PC, Xbox One)

- Create a wide variety of stylized spell and environmental effects in a proprietary game engine.
- Sculpt, model and texture environment assets in Project Spark's highly stylized look as well as meet the unique technical requirements of Spark's player-focused asset system.

Freelance 3D / Technical Artist - Redmond, WA / Orange County, CA November 2013 - Present
Games: *Zombie Playground* (PC), unshipped title (iOS)

- Create cohesive sets of effects and props in a variety of styles for both external clients and personal projects, expanding skills in content creation and Unity's technical aspects.
- Designed, modeled, textured and rigged armorsets for submission to DotA 2 workshop to increase skill in stylized prop creation in an environment with clear artistic direction and goals.

Environment Artist - Secret Identity Studios, San Mateo, CA April 2012 - October 2013
Games: *Marvel Heroes MMO* (PC)

- Created and adapted art for destructible objects and absorbed responsibilities for in-engine hook-ups to allow faster implementation of new assets, changes, and bug fixes.
- Modeled and textured environment assets as well as creating or adapting shaders and particle effects as needed, reducing workload on other departments and finalizing assets more quickly.

3D / Technical Artist - Present Creative, San Francisco, CA January 2011 - March 2012
Games (uncredited outsource work): *Sweet Shop, Big Boat Bingo, Edgeworld, 12 others* (Browser, PC, iOS)

- Created art assets in a wide range of styles, assisted in programming and debugging games, set up final in-game deliverables for clients and created tools and technical documentation for fellow artists, consolidating role into a technical artist rather than a split across multiple departments.

Related Experience

Conference Associate - GDC/UBM, San Francisco, CA March 2010 - Present

Finalist - SXSW Screenburn: Casual Game Design Competition, Austin, TX March, 2010

3D Art Intern - Totemica MMO, Sudoscape LLC., Santa Barbara, CA November 2009 - April 2013

B.S. in Game Art and Design - Art Institute of California- San Francisco Graduated December 2010