

Casper P. Collins

3D Game Artist

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pcollins3D.com

EXPERIENCE

Lead 3D Animator/Rigger
SCAD Code Worms
"Doggone Hungry"
2018 - 2019

- Developed the casual, PC title game from pre-production to publication on Steam in under six months.
- Rigged human and animal characters, skinned character and clothing meshes, while working iteratively to get animation block-ins begun early in development.
- Animated all actions for the player character, enemies, and NPCs. Designed and communicated character personalities. Worked with the lead programmer to implement animations into UE4 and maintained the rigs.
- Led SCRUM team meetings and task tracking, maintained production goals, SCRUM sheet, and projected timeline.
- Represented *Doggone Hungry* at events, such as Geekend, SIGGRAPH, and IndiePrize, while collecting player feedback.

EDUCATION

Savannah College of Art and Design
BFA Interactive Design and Game Development 2015 - 2019

PROFICIENCIES

Autodesk Maya
Zbrush
Substance Painter
Unreal Engine 4
Adobe Photoshop
Clip Studio Paint

AWARDS

GAME OF THE YEAR FINALIST
The Rookies 2019

PEOPLE'S CHOICE
Geekend 2019

FINALIST
IndiePrize 2019

BEST IN SHOW
SCAD Entelechy 2019