



Paige Collins

3D Artist

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Education

Savannah College of Art
and Design

Bachelor's of Fine Arts in
Game Development, 2019
Cum Laud

Software

- ◆ Maya 2016-19
- ◆ Zbrush
- ◆ Substance Painter
- ◆ Adobe Photoshop
- ◆ Adobe Illustrator
- ◆ Adobe After Effects

Skills

- ◆ 3D Modeling
- ◆ 3D Sculpting
- ◆ UV Unwrapping
- ◆ Texturing
- ◆ Retopology
- ◆ Basic 3D Animation
- ◆ Basic Rigging
- ◆ Drawing
- ◆ Blueprint Scripting

Experience

Doggone Hungry

*Lead 3D Animator and Rigger, SCRUM Master,
CG Generalist*

(January 2019 - May 2019)

On the award winning student game "Doggone Hungry," I was responsible for creating all of the 3D animation and rigs in Maya. As SCRUM Master, I led the team's task tracking and ensured that weekly goals were within scope. The game was fully developed with Unreal Engine 4, and is set to be published on Steam mid-2021 by SCAD.

Ball & Chain

Contract Animator

(October 2017 - March 2018)

On the student game "Ball & Chain," I was responsible for most of the main character's and supporting characters' animations, which was a process requiring several iterations as the game play goals, vision, and needs developed.

Elixir Mixer

Lead Programmer, Character Artist

(March 2018 - May 2018)

On the student VR game "Elixir Mixer," I was responsible for all of the game play programming, executed with Unreal Blueprints. I also modeled, rigged, and animated the student NPC. The game was fully developed within 10 weeks.