Penny Wilkerson

contact@penny-art.com ✉
www.linkedin.com/in/penny-art 🔗
https://penny-art.com 🏠

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

Senior 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 Scenekit.
• 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 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   **Foundation & Design Program**
DigiPen Institute of Technology • Redmond, WA • 2012   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, SpeedTree, Marmoset Toolbag, Photoshop, Illustrator, Krita, Node-Based Shaders, C#, UE4 Blueprints, Git, Perforce, Jira, Trello