



**Scott M. Lopez**  
ScottLopez3D.com  
scotty.lopez@gmail.com  
858.342.7334

## SUMMARY

Six years 3D modeling and texturing experience. Focus in modeling highly detailed environments, UV mapping, texture map creation, shader setup, and lighting utilizing 3DMax, Maya, Substance, Photoshop, and UT3/UDK/Unreal 4. Strong attention to detail in regards to form, shape, structure, and silhouette in regards to modeling. Eye for light, shade, color, and detail in hand painting textures. Efficient and agile, experience in working well with others while under pressure to meet milestones and visual style.

## SOFTWARE AND TECHNICAL KNOWLEDGE

Maya	3D Studio Max
Z-Brush	Adobe Photoshop
Unreal Editor (UT3/UDK/Unreal 4)	UV Unwrapping
High and Low-Poly Modeling	Model/Texture to Engine Pipeline
XNormal, Substance, Quixel	Transfer Maps (AO, Normal, Curvature)
Double Helix/Slayer Engine	Beast Lighting
Unity	File Version Control (Perforce, Git, SVN)

## SHIPPED GAME TITLES

Outpost Zero (Steam Early Access, Win 10)	Killer Instinct: Season 3 (XB1, Win 10)
Corpse of Discovery (PC)	WWE Immortals (iOS, Android)
Heroes: Reborn (XB1, PS4, PC)	Path to Luma (iOS, Android)

## EDUCATION

December 2010	Misty Michelle, Hand Painted Textures Workshop
September 2010	William Kowach, Game Asset Pipeline Workshop
August 2010	Charles Bradburry, Foliage Workshop
June 2010	The Art Institute of California San Diego
	Bachelor of Science, Game Art and Design
May 2010	Hethe Srodawa, Environment Design
February 2010	Hethe Srodawa, Character Design
February 2010	Tyler Wanlass, Unreal Dev Kit Material/Lighting Workshop
February 2009	Marshall Vandruff, Composition Workshop

## CREATIVE EXPERIENCE

### The Loft

An original scene completed in roughly one week, heavily inspired by archviz artists using UE4 such as Koola. Goals were to simulate realistic lighting, create realistic material reads, and to arrange a simple yet pleasing composition. Substance Designer 5 and Substance Bitmap2Material 3 used for textures.

### Fantasy Alley

An original scene completed in roughly seven days. Researched for reference and materials to determine the overall look. Tiling textures using Z-Brush, as well as treated photo-sourced textures and implementing nDO to generate maps. Utilized a layered terrain material. Generated multiple shaders for different material types. Decals and vertex painted grunge.

### Natural Selection 2 Concept: Refinery Hallway

Based on the original concept piece for Natural Selection 2 by Unknown Worlds. Goals for this scene were to make a completely modular Sci-Fi set of meshes, all sharing one 1024x1024 texture set. Also put into practice texturing methods learned from the Eat3D Sci-Fi Floor tutorial. Followed the concept closely and took liberties for adding missing details.

## WORK HISTORY

2017 – 2018	<b>Symmetric Games</b> , Environment/Prop Artist
2015 – 2016	<b>Iron Galaxy Studios</b> , Lighting/Environment Artist
2014 - 2015	<b>Phosphor Games</b> , Environment Artist
2013 - 2014	<b>Molten Games</b> , Junior Environment Artist