

# Paul Pepera

Environment, Vehicle, and Weapon Artist

[www.peperaart.com](http://www.peperaart.com) – online portfolio

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## Summary

I am a 3D Artist working in the video games industry specializing in environment, weapon, and vehicle art; I have both full-time studio experience as well as freelance contract experience.

## Professional Experience

(Nov 2008 – Present)

**Tryptych Studios, LLC** – Position: Contract Artist

- Founded Tryptych Studios LLC, under which I provide freelance contract work.
- Created environment art assets for several unannounced next-gen titles.
- Worked with clients to ensure assets adhere to project's art direction, meet deadlines, and work within asset budget limitations.

(Aug 2007 – Nov 2008)

**TimeGate Studios** – Position: 3D Artist

- Worked as an environment, weapon, and vehicle artist for the UE3 title *Section 8* (PC, Xbox 360, PS3).
- Responsibilities included hard-surface high-poly modeling, low-poly modeling, texturing, material shader creation, technical modeling (LODs, Collisions, etc.), rapid concept modeling and animation.
- Worked with design department in establishing scale standards and guidelines for environments and vehicles.

(May 2007 – Aug 2007)

**Freelance Artist**

- Created art assets for several independent game projects.

## Non-Commercial Game Development

(2006-2007)

- 3D Artist for *Carpathian Crosses*, mod for Red Orchestra: OstFront 1941-45
- Lead 3D Artist for *Darkest Hour: Normandy 1944*, mod for Red Orchestra: OstFront 1941-45
- Modeler/Texture Artist for *Mechwarrior: Living Legends*, mod for Crisis

## Skills

- High-Poly Hard-Surface and Organic Modeling
- Low-Poly modeling
- Texturing (Photo-sourced and Hand-Painted)
- Shader creation (UE3)
- Technical Modeling (LODs, Collisions, Proxy Meshes)
- Environment Building and Lighting
- Traditional Art (Drawing, Painting)

## Software

- AutoDesk 3D Studio Max (Primary)
- AutoDesk Mudbox
- Pixologic Zbrush
- Adobe Photoshop
- UE3 Editor
- Newtek Lightwave
- CrazyBump
- Adobe After Effects

## Education

**AA Degree in 3D Animation** – Kingwood College (2004-2007)

References available upon request.