



MAX PACE

Environment Artist

WORK EXPERIENCE

2020-Present

• **Dynamico LLC**

Environment Artist

- Use concept art to create efficient game assets
- Model and sculpt high and low-poly 3D environment assets
- Set dress the environment to build a playable world

2019-Present

• **PMP Creationz**

Freelance Artist

- Management of social media and website activity
- Distribution and shipment of product
- Keep records of all transactions and purchases
- Assist clients in designing each project

2018

• **ZYGOTIC**

Prop Artist

- Created and developed efficient props for the game
- Used concept art inspiration to create game assets
- Collaborated with other team members to establish technical and aesthetic guidelines for art in the game

EDUCATION

**B.F.A | 2018 | SAVANNAH COLLEGE OF ART AND DESIGN
Savannah, GA**

Game Development, Business Minor

- Quarter-based, intensive program that creates industry ready candidates; Project/Portfolio driven education; covers all of the industry pipeline from start to finish. Foundational studies focus on design principles to act as the primary tools for multiple disciplines.

Minor: Business / Entrepreneurship

PROFESSIONAL SKILLS

- The ability to quickly master new pipelines and tools
- Highly organized with excellent spoken and written communication skills
- Highly proficient with industry standard 3D software like Maya, Zbrush, Substance Painter, Unreal Engine 4, and Photoshop
- Self-driven, good communicator and a great team-player
- Excellent texture creation skills with a strong understanding of modern shaders
- Solid fundamental understanding of artistic principles
- Understanding of texture creation, shape language, and world building



CONTACT



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