

Connor Breeding

3D Artist

Connorbreeding@gmail.com

<https://connor-breeding.squarespace.com/>

Cell: 407-630-1122

Skills

Art Skills

3D Modeling, UI Design, Level Layout Design, 2D & 3D Character Animation, 2D particles, and Texture creation

Software Skills

Maya, Mudbox, Substance Painter, Unity, Unreal, UDK, Microsoft, PowerPoint, and certified in Photoshop

Experience

Lucerna Studios - Lead Artist, Orlando, FL August 2018 - Current

- Established a foundation for Art and Design
- Assist with game development
- Provided Leadership and project management of assignments
- Produced 2D / 3D Assets

Cheers Squad Studio - Lead Artist UCF, Orlando, FL Fall 2018

- Produced 3D assets
- Organized/established task for artists

Active Sun Studio - Artist UCF, Orlando, FL Fall 2018

- Produced 3D Character Models
- Created and rigged models for Animations
- Created Animations

Cubic QA - Quality Analysis Intern, Orlando FL, June 2014 – June 2015

- Tested and reported Bugs and visual glitches found in game projects

Seminole County Public Schools – Field Technician Intern, June – July 2013

- Networked computers/labs
- Documented inventory and repair computers

Education

University of Central Florida, Orlando, FL

Graduation date: May 2019

Bachelor of Arts in Digital Media

Game Design

Seminole State College, Lake Mary, FL

Graduated May 2016

Associate of Arts Degree

Digital Media
