



# SHILOH STEINHEBEL 3D ARTIST



STONELEVER3D.COM

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8005 N DANA AVE  
PORTLAND, OR 97203

## SKILLS

MAYA	<div style="width: 85%;"></div>	LV 85
PHOTOSHOP	<div style="width: 90%;"></div>	LV 90
SUBSTANCE	<div style="width: 80%;"></div>	LV 80
MUDBOX	<div style="width: 60%;"></div>	LV 60
ZBRUSH	<div style="width: 60%;"></div>	LV 60
3DS MAX	<div style="width: 70%;"></div>	LV 70
UNREAL	<div style="width: 85%;"></div>	LV 85
UNITY	<div style="width: 70%;"></div>	LV 70
WINDOWS	<div style="width: 95%;"></div>	LV 95
MAC OS	<div style="width: 70%;"></div>	LV 70
3D MODELING	<div style="width: 85%;"></div>	LV 85
TEXTURING	<div style="width: 90%;"></div>	LV 90
VISUALIZATION	<div style="width: 80%;"></div>	LV 80
UV MAPPING	<div style="width: 90%;"></div>	LV 90
CONCEPT DESIGN	<div style="width: 70%;"></div>	LV 70
PHOTOGRAPHY	<div style="width: 90%;"></div>	LV 90
DRAWING	<div style="width: 80%;"></div>	LV 80
WACOM	<div style="width: 95%;"></div>	LV 95

## EDUCATION

*B.F.A., Game Art and Design*

APR2005 - DEC2009

Art Institute of Portland

Portland, OR

- Primary focus on 3D Modeling, Texturing, and Lighting
- Secondary focus on Photography, Concept Design, and Digital Painting
- Completed with 3.4 GPA

## EXPERIENCE

*3D Visualization Media Specialist*

SEP2018 - CURRENT

J.D. Power, ChromeData Division

Portland, OR

- Create 3D models of vehicle accessories in Maya and 3DS Max for use in 3D visualizations utilizing polygonal modeling construction methods
- Create, maintain, and apply extensive material, texture, lighting, and model libraries to create vehicle/accessory scenes
- Utilize render layers/scene sets to render photo-realistic images for vehicle turnarounds using Arnold and V-ray
- Process, organize, and layer images into a dynamic/cohesive presentation
- Research/develop new techniques and processes for new and existing products using Unreal and Unity game engines

*3D Artist*

DEC2009 - CURRENT

StoneLever3D

Portland, OR

- Create original 3D models using Autodesk Maya and Mudbox/ZBrush utilizing polygonal modeling/sculpting techniques
- Create PBR materials and textures for 3D models using Substance Painter and Adobe Photoshop
- Render models utilizing real-world lighting models using Marmoset Toolbag, Maya, and Substance Painter
- Create commissions for clients using above techniques utilizing concept designs, sketches, reference images, and descriptions to complete final work
- Re-create 3D models and commissions in same fashion for replicas of assets from AAA games for collaborations between 3D Artists

*Hard Surface Modeler/Texture Artist*

DEC2010 - JUN2012

Rotating Cube Games

Finland (remote work)

- Create original 3D models using Autodesk Maya and Mudbox/ZBrush utilizing polygonal modeling/sculpting techniques
- Create textures for 3D models using Adobe Photoshop
- Created game-ready props used in a Half-Life 2 modification titled "Mindworld" using above techniques based upon concept designs and descriptions
- Exported models from Maya and imported into Source engine for in-game testing and quality assurance
- Collaborated and networked with other 3D Artists to complete finalized compositions through an online forum

*3D Modeler/Texture Artist*

JAN2009 - JAN2010

Art Institute of Portland - Game Prod Team

Portland, OR

- Create original 3D model props using Autodesk Maya utilizing polygonal modeling techniques
- Create UVs in Maya and textures using Adobe Photoshop
- Created game-ready props used in an Unreal Tournament 3 modification titled "Endless Skies" using above techniques based upon concept designs, sketches, photographs, and descriptions
- Exported models from Maya and imported into UT3/UDK engine for in-game testing and quality assurance