

SHILOH STEINHEBEL

8005 N Dana Ave, Portland, OR 97203
971.570.8532 – SASteinhebel@Gmail.com
StoneLever3D.com

EDUCATION

B.F.A. Game Art and Design

Art Institute of Portland

Portland, OR

Apr 2005 – Dec 2009

Major focus in polygonal 3D Modeling and Texturing, Minor focus in Photography and Concept Design

CURRENT EMPLOYMENT

3D Artist

J.D. Power, ChromeData Division

Portland, OR

Sep 2018 – Present

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

WORK EXPERIENCE

Hard Surface Modeler/Texture Artist

Rotating Cube Games

Finland (remote)

Dec 2010 – June 2012

- 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

Art Institute of Portland – Game Prod Team Portland, OR

Jan 2009 – Jan 2010

- Create original 3D models using Autodesk Maya utilizing polygonal modeling techniques
- Create textures for 3D models 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

SKILLS

- Proficient in development/creation of low-poly, game-ready assets using polygonal modeling techniques in Autodesk Maya; unwrapping in Maya and Headus; texture creation in Substance Painter/Designer and Adobe Photoshop utilizing digital painting and compositing techniques
- Proficient in creating high-poly models in Autodesk Maya for baking; sculpting further detail in Mudbox/ZBrush for maps extraction; using Substance Painter to refine the resulting maps
- Proficient in hand drawing, concept design, digital painting, photography/photo editing in Adobe Photoshop and Lightroom, and Wacom Technology
- Excellent software proficiency in Autodesk Maya, Adobe Photoshop, Substance Painter/Designer, Headus, Unreal, Unity, Microsoft Windows, MacOS, Android, and iOS, Office, and basic graphic design
- Competent software proficiency Mudbox, Zbrush, Illustrator, Dreamweaver, After Effects, and Source Engine