

CELL: (907) 854-0943 : TAYLORPELTO@GMAIL.COM

TAYLOR PELTO

WWW.TAYLORPELTO.COM

OBJECTIVE

To obtain employment and further my skills as a tech-savvy artist in the creative field of 3D entertainment.

QUALIFICATIONS

- Proficient in Autodesk Softimage XSI, 3Ds Max, Maya, Pixologic Zbrush, Autodesk Mudbox, Unreal Development Kit (UDK), Adobe After Effects, Headus UVLayout, Topogun, Eyeon Fusion, CrazyBump, and Adobe Photoshop
- Quick learner of proprietary software
- Understanding of game model and texture workflow
- Ability to perform visual and technical problem-solving
- High work ethic
- Ability to work well in team atmosphere
- Highly organized and superior attention to detail
- Quick learner
- Willing and eager to follow direction

EXPERIENCE

Environment Art Director

Rooster Teeth Productions December 2012-October 2013

- RWBY season 1

Art Director and lead prop artist for the animated episodic series “RWBY”. Worked with writers and director to plan and design many environments and props. Managed 4 environment artists and an off-site concept artist. Also worked on small side projects for 3D logo creation, small 3D shorts and commercials, and 3D print prototyping. Employment ended because moved away from Austin.

Environment Artist (Contract)

Rooster Teeth Productions April 2012-November 2012

- Red vs. Blue Season 10

Environment, prop, and texture artist on a popular web series that takes place in the Halo universe. Responsible for creating environments, assets, editing existing Halo assets for high-resolution rendering, and adhering to strict weekly deadlines. Also contributed modeling, texturing, and shaders to commercial advertisements.

Environment Artist (Contract)

Vigil Games October 2011-April 2012

- Warhammer 40k Dark Millennium Online
- Darksiders 2.

Responsibilities included modeling/sculpting, texture painting, preparing assets to function correctly in-game, and working with my team to optimize levels.

Texture Artist

Underdogs Animation Studio. October-September 2011

Freelance high-resolution texture artist for short feature, completed Uvs and textured large and small props.

Scene Reconstruction

Ronin Film Studios, May 2011-July 2011. Supervisor: Casey Miller- caseymiller82@gmail.com
Freelance 3D scene reconstruction for a canceled live-action movie

CG Generalist

Luc Luc Creations, May 2011-August 2011

CG generalist for short film titled "The Lucky Star of Hidden Things." Responsible for modeling and texturing high-poly props

Environment Artist

Wafflestomp Games, 2010-present.

Environment modeler and texture artist for indie game titled Grim: A Strange Case.

ACCOMPLISHMENTS

Spanish language experience - 13 years immersion program

Foreign exchange student - Japan 2006-2007

EDUCATION AND TRAINING

Think Tank Training Center, 2011

Vancouver, B.C, Canada

Certificate of Computer Animation, Visual Effects, and Game Design

- Trained for a specialization in artistic and technical aspects of 3D environment modeling, texturing, and lighting for film and games

Chugiak High School, 2008

Chugiak, Alaska

Graduated *magna cum laude*

REFERENCES

Kathleen Zuelch – Rooster Teeth Productions Supervisor/Producer – Kathleen@roosterteeth.com

Burnie Burns – Rooster Teeth Productions Director - Burnie@Roosterteeth.com

John Pearl – Vigil Games Environment Art Director - jpearl@vigilgames.com (415-686-4402)

Scott Thompson - Think Tank Training Center co-owner - Scott@tttc.ca