

# Quinn Thompson

➤ Asset Artist ⇐

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## Experience

### The Mill

New York, NY (August 2021 - present)  
CG Artist (Assets)  
Modeling, texturing and some look development

### Freelance

June 2020 - August 2021  
Asset Artist  
Freelance work on projects at Psyop, The Mill, and others

### The Mill

New York, NY (December 2019 - June 2020)  
3D Artist  
I worked on a wide variety of modeling/texturing focused tasks as a staff member of the assets team at The Mill NY.

### Gulfstream Aerospace Corporation

Savannah, GA (January 2018 - May 2018)  
Visual Design Intern  
At this full time position, I worked with a team that produces renderings of custom business jets. My tasks included: modeling, scene setup, UV mapping, and texturing.

## Education

University of Hertfordshire  
Hatfield, Hertfordshire, UK (2018 - 2019)  
M.A.  
Commendation

Savannah College of Art and Design  
Savannah, GA, USA (2015 - 2017)  
B.F.A. in Visual Effects  
magna cum laude

Cecil College  
North East, MD, USA (2012 - 2014)  
A.S.  
GPA 3.9

## Tools

Maya, ZBrush, Mari, Substance Painter, Arnold, Marvelous Designer, SpeedTree, Houdini, Gaea, Wrap, PhotoScan, Topogun, Photoshop, Illustrator, Nuke

## Awards

Chickasaw tribal scholarships (2015 - 2019)  
SCAD portfolio and academic scholarships (2015 - 2017)