

# Quinn Thompson

➤ Asset Artist ⇐

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## Experience

### Freelance

New York, NY (August 2024 - present)  
Asset Artist  
Modeling, Texturing, Look Development  
work at studios including Framestore and  
Artjail

### The Mill

New York, NY (August 2021 - August 2024)  
CG Artist (Assets)  
Modeling, Texturing, Look Development  
and some Groom

### Freelance

June 2020 - August 2021  
Asset Artist  
Freelance asset builds for projects at  
Psyop, The Mill, and others

### The Mill

New York, NY (December 2019 - June 2020)  
3D Artist  
Hard surface and organic modeling and  
texturing

### Gulfstream Aerospace Corporation

Savannah, GA (January 2018 - May 2018)  
Visual Design Intern  
Modeling, scene setup, UV mapping, and  
texturing for renderings of custom  
business jets

## 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, Houdini, Substance  
Painter, Arnold, Marvelous Designer,  
SpeedTree, Wrap, Renderman, Topogun,  
Gaea, Photoshop, Illustrator

## Awards

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