

Quinn Thompson

Asset Artist | 3D Modeling | Texturing

www.QuinnThompson.net

ThatQuinnThompson@Gmail.com

Linkedin.com/in/ThatQuinn

Vimeo.com/QuinnT/reel

Skills

Hard surface, organic, and procedural modeling and texturing, shading

Tools

Maya, ZBrush, Mari, Houdini, Substance Painter, Substance Designer, Marvelous Designer, SpeedTree, Wrap, Arnold, Renderman, Gaea, Photoshop

Education

Master of Arts, Commendation
University of Hertfordshire
2019

Bachelor of Fine Arts in Visual Effects, magna cum laude
Savannah College of Art and Design
2017

Associate of Science
Cecil College
2014

Awards

- Chickasaw tribal scholarships
- SCAD portfolio & academic scholarships

Experience

Freelance Asset Artist

New York, NY (August 2024 - present)

- Modeling, Texturing, Shading organic and hard surface assets for advertisements and film
- Created work for studios including Framestore, Parliament, Artjail, Sony/Columbia Pictures

The Mill - CG Artist (Assets)

New York, NY (August 2021 - August 2024)

- Modeled, surfaced, and groomed assets for advertising and game cinematics
- Collaborated with design, rigging, and lighting departments, and multiple offices on projects with a wide range of styles
- Organized and cleaned up assets from other studios for asset libraries

Freelance Asset Artist

June 2020 - August 2021

- Built realistic and stylized assets and environments for commercials and game cinematics
- Created work at studios including Psyop, The Mill, and Preymaker for commercials and game cinematic trailers

The Mill - 3D Artist

New York, NY (December 2019 - June 2020)

- Responsible for working in multiple pipelines to build clean and organized assets for advertising projects with the CG team

Gulfstream Aerospace - Visual Design Intern

Savannah, GA (January 2018 - May 2018)

- Created 3D Models and scanned/tiled textures
- Worked with a design team to create detailed CG renderings to increase sales of custom jets.