

Tessa Snow

Concept Artist | 3D Artist

Salt Lake City, Utah



Salt Lake Community College

Aug 2014 - May 2016

Associate of Arts and Sciences - AAS, Animation,
Interactive Technology, Video Graphics & Special FX

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Skills

Artist Skills:

- NFTs
- Character Design
- Content Design
- Clothing Concept Art
- Furniture Concept Art
- Environment Concept Art
- UI Icon Design

Design Skills:

- Brainstorms | Mock-ups
- Documentation | Presenting
- Mini Game Design
- Feature Design
- Level Design
- Quest Design
- Emergent Game-play
- Design Implementation
- QA (Play-testing)

Program Proficiencies:

- Jira | Miro | Trello
- Adobe Photoshop | Illustrator | Acrobat
- Plastic SCM | Tortoise SVN
- Unity Engine
- Autodesk Maya
- Microsoft Office

Foundational Knowledge:

- Blender
- ZBrush
- Unreal Engine
- Substance 3D Painter
- Visual Studio Code
- C#

Personal Skills:

- Communication
- Organization
- Teamwork | Training
- Efficiency
- Time Management
- Customer Service

Experience



Cinder Studios Jan 2022 - Jan 2023 (1 year)

Concept Artist and 3D Artist on Cinder (Web3 Game | PC)

Created concept art for NFT Attributes for Avatars (Fae | Imp | Minotaur | Faun). Modeled 3D assets for social game-play design. Posed 3D Avatar Models for marketing images. Generated showcase images for presentations.

Cinder Concept Art Contributions

- Created Concept Art of NFT Attributes (Moods | Eyes | Facial Features | Tattoos | Themes | Accessories).
- Created UI Icons of NFT Attributes used in our in-game NFT Avatar Generator.
- Created UI Icons for in-game items called data shards.
- Collaborated on UI Icons for elements within Cinder (Solar | Wind | Geothermal | Magnetic | Hydro | Biomass).

Cinder 3D Asset Contributions

- Created 3D Models of assets used for social game-play designs such as hidden items and goal markers.
- Placed 3D Modeled assets throughout the environment for Holiday Events.

Cinder Marketing Contributions

- Posed 3D Avatar Models and rendered images for the Marketing team to use on social platforms.
- Created showcase images of game-play, environments and NFT avatars for presentations.



WildWorks Jan 2016 - Jan 2022 (6 years)

Concept Artist and 3D Artist on Feral (Mobile | PC) and Animal Jam (Mobile | PC)

Created concept art of clothing and furniture content on Feral. Created 3D Models of NPCs (non-player characters) on Feral. Created concept art and 3D Models of accessory content on Animal Jam.

Feral Concept Art Contributions

- Created concept art of craftable content within Feral such as clothing and furniture.
- Created concept art of ingredients (collectible inventory items).
- Created concept art of harvest points (in-game interactables that rewarded ingredients).
- Created concept art of gliding collectibles (harvest points specific to gliding feature mechanics).
- Completed concept art explorations of NPCs (character design) and environments.

Feral 3D Asset Contributions

- Created 3D Models of NPC modular body parts (including UVs and textures)
- Created textures with RGB channels for color changing tech in Unity.

Animal Jam Concept Art Contributions

- Created concept art of accessory content in Animal Jam
- Created UI Icons to represent content in-game such as Avatars, Pets, Accessory Sets and Dens.

Animal Jam 3D Asset Contributions

- Created 3D Models from accessory concept art (including UVs and textures)
- Created animated textures for 3D Models.