



Jonathan Hickson
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(704) 706-4063
Digital Artist

Objective

Digital 3D artist specializing in environmental art for games. Skilled and experienced in 3D modeling, PBR texturing, and game engine implementation of architectural elements as well as terrain and foliage. Able to pick up new technology quickly and adept to new situations seamlessly.

Skills

3D Skills: Landscape and World Art for Video Games; Modeling, Texturing, Re-topology, Digital Sculpting, Node based Material Creation, Vertex Blending, Tiling Textures, Dynamic Lighting

General Skills: Creative Decision Making, Extreme Attention to Detail, Keen Eye for Composition, Affinity for Technology, Efficient Time Management, Leadership, Organization

Work Experience

Digital Performance Gear Sublimation Dept. Lead
October 2017 — October 2019

Freelance 3D Digital Asset Creation for Games
January 2017 — Current

East Carolina University Brody School of Medicine
Digital Anatomy Asset Creation for Teaching Tool
August 2016 — December 2016

Advanced Manufacturing Innovation Academy
June 2016 — July 2016

Education

BFA w/ concentration in Animation/Interactive Design
East Carolina University
Greenville NC December 2016

Software

Maya, zBrush, Substance Painter, Substance Designer, UE4, Unity, xNormal, UVLayout, Adobe Photoshop, Adobe Illustrator