



Erin McKown
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SUMMARY:

2+ years successful experience working independently and in teams to produce next-generation environmental textures and models. Strong competency in, and passion for, organic terrain and the corresponding assets. Proven ability to complete projects under deadline and within constraints, while responding well to all levels of feedback. Excellent multi-tasking, organizational and communication skills. High level of work ethic, motivation and attention to detail. Ability to quickly learn new workflows, techniques and software.

SOFTWARE PROFICIENCY/TECHNICAL KNOWLEDGE:

Maya	Zbrush	Photoshop
SpeedTree	Tiling Texture Techniques	Overlap sculpting
Shader Techniques	High to Low Poly Baking	UDK

EXPERIENCE:

Environment Texture Artist - Ready At Dawn Studios May 2012 – present

- Hand-sculpted and painted complex, layered texture maps.
- Mapped textures onto 3D models and surfaces.
- Created advanced or simple material shaders as required.
- Followed established art direction and style through concepts and critiques.
- Worked with modelers and design to create visually striking game environments.
- Finished out levels or areas of the environment, including detail and polish work.

EDUCATION:

Bachelor of Science, Game Art & Design, March 2012
The Art Institute of California, San Diego, CA

Bachelor of Arts, Theatre Art, May 2002
The University of Idaho, Moscow, ID

OTHER WORK EXPERIENCE:

Apple, Inc., Genius	2009 - 2012
ShowTec, Inc., Production Assistant	2008 - 2009
The Old Globe Theatre, Development Assistant	2005 - 2008