

Carter Neely

Aspiring 3D Artist

Chantilly, VA - carternee@gmail.com

Education

George Mason University, Fairfax, VA

Bachelors of Fine Arts in Computer Game Design, GPA: 3.76 Projected Date of Completion **May 2027**

Work/Professional Experience

Barback/General Staff

The State Theatre, Falls Church, VA

October 2022-Present

- Adapt to changing operational needs by supporting multiple departments, including kitchen, bar, and event staff.
 - Coordinate with coworkers to address immediate needs, prioritize tasks, and maintain efficient workflows during busy service periods.
 - Maintain reliable attendance and fulfill assigned responsibilities while balancing employment with a demanding university course load.
 - Anticipate team needs by monitoring supplies, restocking materials, and addressing shortages to minimize workflow disruptions.
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Skills and Proficiencies

Software Proficiencies: 3ds Max, Maya, Unity, Photoshop, Premiere Pro

3D Skills: Polygonal/Hard-Surface Modelling, Character Modelling, UV Unwrapping, Texture Creation and Editing, Alpha Channel and Transparency Workflow, Lighting and Rendering in Arnold

Game Development Skills: Unity Scene Management, GameObject Organization, Basic Collision and Physics Setups, Beginner Gameplay Scripting

Production Workflow Proficiencies: Scrum/Agile Development, Git Version Control, Collaborative Game Development, in-engine Asset Integration, Project Asset Organization

Documentation Software Proficiencies: Technical Documentation, Project Presentation and Pitching, and Spreadsheet Organization in MS Office and Google Suite