

Scott Erler

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3D Artist – Character/Prop/Texture Artist

Experienced 3d model and texture artist. Efficient, disciplined, and dedicated professional with proven communication and teamwork skills. Sculpting background in various mediums allowing for a strong foundation in 3d space.

Software

- | | |
|---|---------------------------------------|
| <input type="checkbox"/> Maya | <input type="checkbox"/> Photoshop |
| <input type="checkbox"/> Zbrush | <input type="checkbox"/> Illustrator |
| <input type="checkbox"/> Marvelous Designer | <input type="checkbox"/> Quixel suite |
| <input type="checkbox"/> Substance Painter | <input type="checkbox"/> Marmoset |
| <input type="checkbox"/> Arnold Renderer | |

Skills

- | | |
|---|---------------------------------------|
| <input type="checkbox"/> High and Low Poly modeling | <input type="checkbox"/> Anatomy |
| | <input type="checkbox"/> Hard surface |

Work Experience

Here Technologies

Carlsbad, CA

3d Production Artist

July 2014- Present

Create and align high and low poly buildings and assets to real world data using satellite and LiDAR technology within the deadlines of the project.

Here Technologies

Carlsbad, CA

Workflow Lead

July 2017 – April 2018

Coordinate with Project Manager on upcoming deadlines. Keep team on course and organized to meet deadlines. Provide feedback and corrections to be implemented. Run Workflow meetings. Guide the creation process and help develop the look of an area. Concept/test new tools and bug fixes in the proprietary modeling software.

Gamepax

Modeling and Texture artist

April 2016 - June 2016

Model and texture vehicles/assets for their upcoming mobile game.

SOE (Sony Online Entertainment) Mentorship

San Diego, CA

Character/Asset Modeler and Texture Artist

2013

Guided by SOE employees working on the PC game Planetside 2, myself and a team of artist had to create a level, vehicle and characters that would be implemented into the game engine. A partner and I made concept sketches and then modeled the characters for the production process.

Education

The Art Institute of California - San Diego, CA

Degree: 2013, Bachelor of Science, Media Art & Animation

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I am efficient and disciplined with excellent communication skills. I have proven to be adaptable to any change in style or method. I was fortunate enough to be in the SOE (Sony Online Entertainment) Mentorship Program. The SOE program was overseen by Planetside 2 team members. Our team of artists were tasked to make a level, vehicle and characters. This experience allowed me to go through the production process while exposing me to setbacks and triumphs. while allowing me to build my skills effectively creating low poly and high poly models and textures.

After graduation I was hired by HERE technologies, where I began to work in their 3d maps division where we create and align high and low poly buildings and assets to real world data using satellite and LiDAR technology. During my time there I was given the opportunity to lead a production team. This experience gave me a chance to work on my leadership skills and fostered my ability to communicate effectively with my team. During this time, I also did freelance work for a mobile gaming company called Gamepax, helping them model and texture assets for their upcoming mobile game. Now I look forward to what the future has in store for me as I pursue my passion in 3d.