Eric Wiley — 3D CHARACTER ARTIST

CONTACT:

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SKILLS:

- 3D modeling
- Digital sculpting
- Hard Surface Modeling
- Retopo & UV-ing
- Baking & Texturing
- Concept Design
- Traditional drawing and painting
- Graphic design and iconography

TOOLS:

- ZBrush
- Maya
- Substance 3D Painter
- Unreal Engine 5
- Unity
- Perforce
- Photoshop
- InDesign
- Illustrator

EXPERIENCE:

3D Character Artist • December 2023—Current

CHROMA:

- On the art team for Chroma, a third-person roguelike shooter built in Unreal Engine 5
- Concept-ed, designed, modeled, sculpted, retopologized, UV unwrapped and textured 3 robot characters.
- Utilized Perforce to implement game assets into the UE5 project following established naming conventions.
- Iterated on character design based on animator and lead feedback to refine performance.
- Designed logo, UI and iconography for the game.

EDUCATION:

University of Central Florida • Florida Interactive Entertainment Academy (FIEA)
M.S. Interactive Entertainment - 3D Art expected 2024

Pratt Institute
BFA Communications Design, emphasis in Illustration, 2010