

DAVID CURTIS

3D Hard Surface/ Technical Artist

Portfolio: artstation.com/davidcurtis

Email: davidcurtis3d@gmail.com

SKILLS

- Creating game-ready 3D assets for AAA video games and training simulations.
- CAD and low poly modeling, high poly detailed sculpting, and optimized asset creation.
- Programming custom DCC workflow tools and stand alone applications for asset pipelines.

EMPLOYMENT

Hard Surface Artist - Bungie

Oct 2022 - July 2026

Remote

- Modeled functional hard surface assets (weapons, vehicles, environment assets) for video games.
- Modeling, texturing, and building real-time shaders for materials and vertex anim ADS systems.
- Worked in coordination with Animators, Concept Artists, Designers, and Testers.
- Created shader libraries for hard surface assets within node based shader systems.
- End-to-end asset creation and integration with testing and implementing bug fixes across releases.
- Program new DCC workflow and stand alone tools in C#, Python, and MEL
- Problem-solve, integrate, and demo new tools to create more visually appealing assets efficiently.

Game Development Specialist - SAIC

Sep 2019 - Sep 2021

Orlando

- Modeled realistic game-ready assets for VTE U.S. Army aerospace training simulations.
- Textured assets using PBR workflow with tiling material libraries in Substance Painter.
- Led a small team to optimize hero assets for mobile and VR platforms.
- Set dressing environments in Unity and general asset integration with version control.
- Created material libraries of tileable textures from reference images in Substance Sampler.
- Cleaned photogrammetry scan data in ZBrush to be used as base models.

3D Artist Intern - E2i Creative Studio

Orlando, FL

- Created environment, clothing, and prop assets for AR and VR educational sim projects.
- Partnership with Canon USA. Designed and developed a marker-based clothing app for the MREAL mixed reality HMD with a small team.

TECHNICAL

Blender | Plasticity | Maya | ZBrush | Substance Painter | Keyshot | Unreal | Unity | 3DCoat | Photoshop | Premiere Pro | Shaders | Topogun | 3DS Max | Python | C# | Claude | Codex

EDUCATION

Digital Media: Game Design (B.A)

University of Central Florida