

John Smith

TEXTURER

texturer@example.com • 123-456-7890 • Los Angeles, USA • texturer.com
linkedin.com/in/texturer • texturer.com

SUMMARY

Highly skilled and experienced Texturer with a strong background in computer animation and game development. Proficient in a range of texture creation and implementation tools, including Substance Designer, Quixel Suite, and Unreal Engine. Proven track record of delivering high-quality textures and improving game performance.

SKILLS

Substance Designer • Quixel Suite • Unreal Engine • Unity • Mari
ZBrush • Texture Painting • UV Mapping • Normal Mapping • Specular Mapping

EXPERIENCE

Senior Texturer

Texturing Studio • Los Angeles, USA • Jul 2020 - Present

Created high-quality textures for various clients, including AAA game titles and feature films

- Developed and implemented texture pipelines using Substance Designer and Quixel Suite
- Collaborated with artists and designers to ensure texture consistency and quality
- Optimized textures for real-time rendering using Unreal Engine and Unity

Texturer

Game Development Studio • San Francisco, USA • Jan 2019 - Jun 2020

Worked on texture creation and implementation for a AAA game title, resulting in a 25% increase in game performance

- Created detailed, high-poly textures for characters, environments, and props using Mari and ZBrush
- Developed and maintained texture libraries and atlases for efficient texture management
- Collaborated with programmers to implement texture-related features and tools

EDUCATION

Bachelor of Fine Arts

School of Visual Arts • New York, USA • Sep 2015 - Jun 2019

Computer Animation • 3.8/4.0