

TRISTAN DUNLOP

3D ARTIST

EXPERIENCE

November 2024 - Present

[Sleeper Build Game Studio](#) | 2D/3D Freelance Artist | Remote

Collaborated with design team to generate 2D environment and animation assets for rogue-like auto-battler Steam game, Gnaw and Order. Currently devising 3D models for an upcoming project.

September 2024 - Present

[Icarus Development](#) | 3D Character Artist Intern | Remote

Responsible for translating 2D concept art into 3D high poly characters for upcoming mobile game, Ascension. Tasks involve digital sculpting, model optimization, and texturing.

January 2022 - March 2022

[UCSC](#) | Course Reader | Santa Cruz, CA

TA for Character Creation (ARTG118). Hosted office hours, graded assignments, and helped students with their coursework.

February 2022 - March 2022

[Humanly](#) | UX/UI Design | Remote

Created Humanly's brand identity for mobile application.

June 2019 - Present

[Arcadia](#) | Respite Worker | San Francisco, CA

Caregiver to a child with special needs, providing them with physical and emotional support as needed. Engaging in recreational and skill-building activities.

May 2018- June 2018

[Alta Motors](#) | Graphic Design Intern | Brisbane, CA

Drafted vector illustrations for merchandise to be incorporated into the upcoming online product store.

June 2016 - August 2016

[King Games](#) | Graphic Design Intern | Shanghai, China

The Shanghai branch was responsible for marketing Candy Crush Soda Saga to consumers in China. Created designs for game merchandise using Adobe Creative Suite.

CONTACT INFORMATION

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SKILLS

Digital Sculpting • Retopology •
Hard Surface Modeling • Texturing •
Rigging • Animation • Concept Design
• UI Design

SOFTWARE

Blender • Autodesk Maya • Unity •
Nomad Sculpt • Substance Painter •
Procreate • Photoshop • Illustrator •
After Effects

EDUCATION

September 2022 - October 2023

[Masters Degree](#) | [Abertay University](#)

Dundee, Scotland

MProf in Games Development

September 2018 - June 2022

[Bachelors Degree](#) | [UC Santa Cruz](#)

Santa Cruz, CA

Graduated Art and Design: Games and Playable Media major

January 2024 - April 2024

[Art Center](#) | [ACX-463](#)

Introduction to Concept

Design extension program class