Angelina Capra

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Undergraduate 3D Environment Artist

Passionate and creative aspiring 3D Environment Artist from Carrollton, Georgia, USA, currently attending the Savannah College of Art and Design. An intellgent young lady, a fast learner, and a perfect fit for any environment. Knowledgable about industry standard software such as Unreal Engine 5, Autodesk Maya, Adobe Photoshop, and Microsoft Suite Products.

Experience

"Where" 3D Evnironment Artist

-- Modeling, texturing, and designing the "Sewer" level

-- Modeling and texturing miscellaneous props

-- Adapting to the styles of team members for seemless implimentation of props while reducing workload
-- Redesigning front-end UI

-- Collaborating and communicating with a large team

-- Resourcefully recycling personal and project assets for ease of production

"Star Skate" UI Designer

-- Implimenting a non-interactive inventory system and fully interactive shop
-- Creating sophiosticated UI interactions and back-end systems that alter gameplay and reward players
-- Seemlessly adapting new code to existing systems

-- Maintaining emersion within the shop with cohesive UI design
-- Collecting and ultilizing tester feedback to create an ergonomic shop layout
-- Successfully integrating into a pre-established team to further their vision for the overall project

Education

Savannah College of Art and Design

-- Undergraduate Bachelors of Fine Arts: Game Development

University of West Georgia

-- Undergraduate Bachelors of Fine Arts

Skills

Software

-- Unreal Engine 5
-- Perforce
-- Autodesk Maya
-- Substance 3D Painter
-- Substance 3D Designer
-- Adobe Photoshop
-- Adobe Primere Pro
-- Microsoft Office Suite
-- Google Suite
-- Processing
-- Arduino

Soft Skills

-- Group Collaboration
-- Communication
-- Leadership
-- Suggestive Selling
-- Public Speaking
-- Attention to Detail
-- Research and Development
-- Honesty and Integrity
-- Mathematics
-- Creative Design
-- Patience
-- Perserverence
-- Hospitality