



# Cameron Howell Technical Artist

## Profile

I am a Technical Artist with a degree from Champlain College. After 3 years of professional experience making games, I strive to innovate and invent workflows for teams to put more time into creating, and less time into repeating processes and managing files.

## Contact

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- CameronHowellPortfolio.com

## Personal Skills

- Reliable and Professional
- Organized
- Time Management
- Fast Learner
- Motivated

## Professional Skills

- 3D Modeling
- 3D Texturing
- Rigging and Animation
- Programming In:
  - Python
  - C#
  - HLSL
  - Mel
  - Maxscript



## Work Experience

### Together Labs, Remote

Technical Artist | June 2021 - January 2024

- Scripted tools for Blender, 3DS Max, and Maya for users to easily create 3D products for the in-game marketplace.
- Tested, documented, and improved workflows for users.
- Actively took part in conversations about how to improve our software.
- Hosted learning sessions to teach users how to create products for IMVU.
- Helped users solve problems on the forums.

### Emergent Media Center, Burlington VT

Lead Artist | February 2019 - May 2020

- Worked on a team to create 3D assets from characters to environment assets.
- Showed how quickly small decisions can lead to a world that we can not inhabit anymore.

## Projects

### The Exaggerated Epoch of Edward O'Hare

Lead Artist | September 2020 - April 2021

Unity

- Managed other artists and communicated proper pipelines
- Created world-building tools to assist designers with level creation
- Rigged and animated bipedal and multi-legged in-game models
- Created main character and enemy models

### Blackout

3D Artist | January 2020 - April 2020

UE4

- Worked in the build to hook up textures and create VFX
- Rigged, animated, and hooked up the main character