



Cameron Howell Technical Artist

Profile

I am a Technical Artist with a degree from Champlain College. I strive to find ways to achieve seemingly impossible challenges and optimize workflows to improve development time, organization, and sanity.

Contact

- 781-718-2349
- cameron.howell247@gmail.com
- 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

Education

B.A. - Video Game Art & Animation
Champlain College
Burlington VT

Work Experience

Mecon Studios, Remote

Co-Founder | January 2024 - Current

- Developed and released "Swipe Golf!" on the Apple App Store and Google Play Store.
- Created tools to speed up development and streamline the process of creating golf courses.
- Used Unity profiler to optimize the game to run smoothly on as many mobile devices as possible.

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.

