

Frank Moussette

3D Environment Artist

(812)239-0724

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FrankMoussette.com

www.artstation.com/moussetticus

Modeling · Sculpting · Texturing

SOFTWARE

- Maya
- ZBrush
- UV Layout Editor
- Unreal Engine 4
- 3D Coat
- Photoshop & Illustrator
- Substance Painter & Designer

SKILLS

- High to Low-Poly Modeling - Hard-Surface & Organic
- High to Low-Poly Texture Baking
- Complex Textures - Hand Painted and Procedural
- Stylized and Realistic Modeling/Texturing
- Close attention to detail

WORK EXPERIENCE

Ironklad Studios/Sanctum Studios with WildLife Studios

Indianapolis, IN

3D Environment Artist: *Tennis Clash*

04/2019 – 12/2019

- Model and texture tennis courts/arenas
- Created minor environment props
- Asset assembly and set dressing in Unity

BitLoft

Indianapolis, IN

3D Environment Artist: *The Crystal Core*

02/2018 – 04/2019

- Model and texture environment terrain for multiple levels
- Low poly set dressing asset creation
- Created and organized modular environment assets

Indiana University Health

Indianapolis, IN

Contract 3D Artist

2016

- Fix character rigs for a VR simulation intended to teach children how to deal with bullies & anxiety.
- Add facial rigging to several characters for motion capture animations.
- Design, model and texture props with multiple texture options to populate the environment.

Indiana University Health

Indianapolis, IN

Contract 3D Artist

2016

- Design, model and texture a MRI machine for use in a medical project intended for children.

Indiana University

Indianapolis, IN

Game Designer: *Return of Aetheria: Rise of Nether*

08/2014 – 07/2015

- Design mini-games and puzzles for player experience, as presented at Indy PopCon 2015.
- Modeled and 3D-printed minor assets for mini-games.

EDUCATION

Game Design & Development

Indiana University-Purdue University of Indianapolis

Bachelor of Science in Media Arts & Science

2016