

# LYNDA MURRAY

## 3D Game Artist

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### SKILLS

Modeling - Digital Sculpting - Texturing - LODs - Rigging - Animation

### SOFTWARE

3D Studio Max - Zbrush - Maya - Unity - TopoGun - Photoshop - 3D Coat

### EMPLOYMENT

#### **Lead 3D Artist @ Goon Studios, Pasadena, CA**

*Nov 2014 - Present*

Project: *DUSTWUN: A Starfighter's Ballad* (PC)

- Character, creature, prop, hard surface and environment modeling and texturing
- Outsourced model clean-up
- Character rigging
- Minor creature animation
- Terrain editing and project management in Unity

#### **Contract 3D Artist @ Roblox Corporation, San Mateo, CA**

*May 2014 - Dec 2014, July 2012 - May 2013*

Project: *ROBLOX* (PC/iOS/Android)

- Prop and accessory modeling and texturing

#### **Character Modeler @ Crooked Tree Studios, Sunnyvale, CA**

*March 2013 - November 2014*

Project: *Throw Trucks With Your Mind!* (PC)

- 3D Character asset modeling and texturing
- Visual development for characters and props

#### **Game Artist @ Melty Games, Los Angeles, CA**

*May 2013 - May 2014*

Projects: *Rad Hotel* (iOS/Android); *Cut Your Bill In Half!* (Private iOS/Android)

- 3D Character and prop assets
- 2D Vector and raster assets
- Visual development
- Game design
- Contracts for large clients

#### **3D Game Artist @ Exato Game Studios, Seattle, WA**

*November 2012 - February 2013, January 2010 - August 2010*

Project: *Guncraft* (PC)

- Character and hard surface modeling
- Character and vehicle animation
- HUD and miscellaneous art
- Outsourced model clean-up

### ACHIEVEMENTS

#### **2<sup>nd</sup> Place** for "Five Parsecs Away"

*iThrive Empathy Game Jam @ DigiPen Institute of Technology*

*September 2017*

#### **Grand Prize** for "Rad Hotel"

*Radisson Hackathon @ Game Developer's Conference*

*March 2013*

### EDUCATION

#### **DigiPen Institute of Technology, Redmond, WA**

*Bachelor of Fine Arts in Production Animation*

*September 2005 - April 2009*