Cameron Rivard

Technical Artist

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ArtStation
LinkedIn

Projects

Deo - The Last Dragon - June 2024 Itch

- 2D Technical and Environment Artist
  - Contributed to the environmental concept art and the mechanics behind interacting with the level design.
  - Created 2D technical assets for the background and character interactions.

Spelltacular Smoothies - April 2024 Itch

- 2D and 3D Technical Artist
  - Modeled and textured the 3D desk for the players workstation.
  - Created background 2D environment art assets such as different flora tied to the lore of the game.

Natural Disaster: A Butterfly's Guide to Mass Destruction - September 2022-April 2022 Steam

- 2D and 3D Technical Artist
  - Lead character artist for the butterfly and created the concepts and six of final skins used in game.
  - Made seven unique textures for all of the arcade machines using a combination of 2D and 3D materials.
  - Handled art QA for 3D models before finalizing the UV mapping and texturing.
  - Built various 3D interactable props for the puzzles and tileable materials for background environments

Dumpster Doc - Spring 2021 Itch

- 3D and Technical Artist
  - Modeled and Textured 3D assets such as the furniture, props, and environmental assets, along with 2D tileable materials for the environment
  - Worked as the character concept artist and created the artstyle for the game.

Work Experience

GAPP Lab - Summer 2022 and Spring 2023

- Grad Research Assistant
  - Assisted multiple graduate students on different medical Virtual Reality research projects
- Lead researcher on VR Quest 2 project
  - Researched how to help recent amputee patients learn how to use their prosthetic limbs through Virtual Reality

Mystic Moon Studios - June 2023 - Present

- Technical Artist and Level Designer
  - Worked on 3D environment assets along with puzzle design

Educational Background

University of Utah

- BS in Games - Entertainment Art and Engineering Program 2019-2023

Warren Tech Game and App Development Dual Enrollment Program

2017-2019

Skills

- Hard Surface Modeling and Sculpting - Texturing - Material Design - UV Mapping
- Working in Engine - Art QA - VFX - Level Design
- Team organization and communication - Production
- VR/AR Experience