Dylan T. Collins

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Skills & Specialties

- <u>Proficient With</u>: 3ds Max, Maya, Photoshop, Unreal Engine 4 and 5, Perforce, Cityscape Pro, Substance Designer and Painter, ZBrush, SpeedTree, UDK, xNormal
- <u>Working Knowledge</u>: Unity, RailClone, Premiere

Professional Experience

Imerza, Sarasota, FL   April 2017 - Present
<u>3D Artist</u>
- Translated architectural concepts into interactive 3D scenes using Unreal Engine.
- Modeled context buildings and terrain based on photo references, satellite data, and CAD plans.

Ringling College of Art and Design, Sarasota, FL   January 2023 - May 2023
<u>3D Art Teacher</u> (Part-Time)
- Taught a 3D art class for the Virtual Reality Development major.
- Organized class critiques and provided technical support.

Monolith Productions, Kirkland, WA   September 2016 - March 2017
<u>Associate World Artist</u> (Contract)
Middle-earth: Shadow of War (PS4, Xbox One, PC)
- Modeled, textured, and created collision for terrain in 3 of the game's 4 main fortresses.
- Prototyped solutions with a game designer and programmer to allow smooth movement when flying on a "drake" (dragon). Created collision meshes to implement this smooth movement throughout 2 of the game's 5 levels.
- Optimized geometry, level of detail meshes, and textures to help get 3 levels running above 30 frames per second with minimal visual detriment.

Hoyt Architects, Sarasota, FL   December 2014 - September 2016
<u>3D Artist</u> (Part-Time)
- Modeled and optimized 3D architecture and furniture assets to set dress interiors and cityscapes.
- Composed, lit, and optimized scenes for interactive walkthroughs of 6 different construction projects using Unreal Engine 4.

Lord of Horticulture, Sarasota, FL   February 2015 - April 2016
<u>3D Artist</u>
[Lord of Horticulture: The Quest for Quaintness Trailer](#)
- Developed a 2-minute trailer and 3D art assets for a game concept as part of a school project.

Education

Ringling College of Art and Design, Sarasota, FL   May 2016
- BFA in Game Art

CG Master Academy, Online Course   January 2023 - April 2023
- [Vegetation and Plants for Games](#)