





# Bailey Steggerda

## Artist

Cocoa, FL 

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### Objective

I am a 3D Modeler, Technical artist and UI artist with a track record of managing art teams, organizing schedules, and fulfilling additional tasks that others don't have time for during a sprint, such as: additional models, textures, effects, lighting, UI, promotional materials, and generic touch ups and tweaks. I enjoy creating exciting user experiences, participating in design and I'm attentive to optimization restraints.



### Experience

#### **Hatalom Corporation | ASSOCIATE 3D MODELER (Nov 2018-Present)**

Creation of complex Immersive Virtual Ship Environments for training purposes.

- Worked with point cloud data and 3D modeling programs to create accurately scaled 3D graphics for industrial environments, adjusted mesh lightmaps appropriately, and placed assets in UE4 levels.
- 3D Modeled multiple vehicles, environments, characters, and miscellaneous props for use in training scenarios.
- Used 2D graphics programs and proprietary tools to create 2D informational graphics.
- Coordinated with a cross discipline team using JIRA, Confluence, Perforce, and SCRUM practices.
- Created destruction effects with Houdini.
- Designed and created a digital portfolio and informational website using Wix.



### Projects

#### **Teacademy | LEAD ARTIST/UI ARTIST (Aug 2017-Jan 2018)**

Mobile game that teaches various tea recipes through mini-games, creating a cup of digital tea.

- Designed UI and UX, collaborating with the Design Lead and Programming Lead.
- Organized and sustained an asset list with important information and instructions for team members.
- Created multiple 2D art assets including: icons, buttons, props, backgrounds, animations, and typography.

#### **ORACLE | LEAD ARTIST/UI ARTIST (Aug 2017-Jan 2018)**

PC isometric tactics game based in Ancient Greco-Roman Mythology.

- Created the style of the game with a small development time and art team in mind, monitoring art production time and adjusting schedule and style to fit deadlines.
- Wireframed and designed UI for menus, world navigation, and battle tactical UI.
- Developed logos, menus, icons, and scalable UI boxes based on ancient Greek pottery to immerse the player in the mythology of the game and link the UI to the world.

#### **The Draft | LEAD ARTIST/TECH ARTIST (Oct 2016-Aug 2017)**

An RTS sport game in VR where you command units and engage enemies in first person combat.

- Developed an Art Style guide and closely monitored the art assets going into VR to ensure they matched the style, as well as fit within the optimization standards of VR.

- Concepted the visual style of the characters and the environments, logos, and posters.
- Designed, concepted and created 3D User Interface assets for the menu systems, as well as in game information to the player, keeping in mind the VR space.
- Created multiple material effects and material functions that can easily be applied to various meshes, built with open parameters for the designers for fast iteration.

### **Farmer Glorp | LEAD ARTIST/EFFECTS ARTIST/MISC (Jan 2015-May 2016)**

6 minute Animated Short about a sunflower farmer that lives on the sun.

- Drew the final storyboards, with detailed in-betweens.
- Developed an art style guide and color script that kept a team consistent in the visual style.
- Monitored all models and materials going into the scene to ensure they fit the visual style and were optimized appropriately.
- Created multiple layered material effects, 2D effects, 3D effects, models, and textures.



## **Education**

### **Florida Interactive Entertainment Academy**

- M.S. in Interactive Entertainment
  - Art Track – Technical Artist

### **University of Central Florida**

- B.F.A in Emerging Media – Character Animation
- B.A. in English – Creative Writing
- Minor in Religious Studies



## **Skills**

### **Engines:**

- Unreal Engine 4
- Unity

### **Languages:**

- UE4 Blueprint
- Python
- Mel

### **Soft Skills:**

- Problem Solver
- Team Oriented
- Organized
- Dedicated

### **Software:**

- Maya
- ReCap
- ZBrush
- Substance Painter
- Photoshop
- Illustrator
- Houdini
- Shader Tool
- Premiere Pro
- Flash
- JIRA
- Perforce
- Twine
- Celtx