

Corrine Snow

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Character Artist 3D Modeler

Art

Character Sculpting
Character Modeling
Game Optimization
Environment Modeling
Texture Art
Digital Painting
Life Drawing
Gesture Drawing
Painting
Sculpting

Digital

Photoshop
Maya
ZBrush
Unreal Engine 4
Marmoset

Education

DigiPen Institute of Technology (April 2016 Expected)
Bachelor of Fine Arts in Digital Art & Animation

Experience

Somnus (September 2015 - Present)
Lead Character Artist & 3D Environment Artist

- Developed main character from concept to in game.
- Concepted and modeled six unique wearable hats for the player to collect.
- Created high quality props to populate the world.

Commissioned Logo (July 2015)
Personal Project

- Designed logo in traditional pen and ink.
- Iterated from client feedback until supreme client satisfaction

The Fourth Wall (June 2011 - February 2012)
Lead Artist, Character Concept & 2D Animation

- Designed and animated a character through three stages of their life.
- Monitored testing and consulted directly with game designer.
‣ *DICE Finalist 2012*

Fish Out of Water (Summer 2012)
Character Concept & 2D Animation

- Rapidly generated assets within 48 hours for a DigiPen Game Jam.
- Developed a plot with a poignant ending.