

Mitchell Kramer

3D ENVIRONMENTAL ARTIST - TEXTURE ARTIST - DESIGNER

SKILLS

Adobe AfterEffects CC
Adobe Illustrator CC
Adobe InDesign CC
Adobe Photoshop CC
Adobe Premiere CC
Allegorithmic Substance Designer
Allegorithmic Substance Painter
Autodesk 3DS Max
Autodesk Maya
Autodesk Mudbox
Blender
GtkRadiant
MicroSoft Excel
MicroSoft Powerpoint
MicroSoft Word
Pixologic ZBrush
Unity
Unreal Engine

LANGUAGES

C++
HTML
Java
Python

CONTACT

Linkedin: www.linkedin.com/in/mitchell-kramer-a8839b152
Artstation: mak911.artstation.com
Twitter: twitter.com/irlmak
Email: mkramrt@gmail.com
Phone: 563-542-2079

EDUCATION

University of Dubuque, Dubuque, Iowa
Bachelors of Science in Digital Arts & Design
May 2021

WORK EXPERIENCE

Seasonal - Theisen's Home Farm Auto, Dubuque, Iowa (May 2018 - Present)
Inventory Specialist - Theisen's Home Farm Auto, Dyersville, Iowa (August 2016 - July 2017)
-Responsible for the distribution of items throughout the store to their proper departments
-In charge of receiving and sending out inventory

Farm Hand - SuGar Farms (2006-2017)
-Provided medical care for livestock
-Twice daily feedings as early as 4 A.M.
-Mechanical repair work on farm utilities (tractors, ATVs, snow blowers, etc.)

PROJECTS

Perish (After Stock)
-Produced original assets based on designs of preexisting assets
-Created 2D elements to be placed on 3D assets

Sanctuary
-Reconstructed original map with adjustments for a change in scale standards
-Generated modular assets in order to improve and quicken workflow
-Placed and adjusted environment lighting and effects so as to create a more "living" atmosphere
-Recruited and worked with other artists in order to add scripted elements (easter eggs, animations, effects, etc.).