



**Reel/Site**

[www.sethkjonesart.com](http://www.sethkjonesart.com)

**Work Experience**

**MOB Games (EnchantedMob)**

**March 2021 - Present**

Environment Artist

- Modeled and textured assets for hero and modular use
- Worked closely with layout artists to produce high-quality environments
- Created layout for levels from concept art
- Modeled and textured key characters and props for use in game

**EnchantedMob Studios**

**August 2020 - March 2021**

Asset Artist

- Created environment assets and props for animation utilizing the voxel style
- Created assets to be integrated in game through marketplace
- Created basic character rigs

**Shipped Titles**

**Project Playtime: MOB Games**

**2022 - Ongoing**

Multiplayer Game  
Environment Artist

**Poppy Playtime Chapter 2: MOB Games**

**2022**

Video Game  
Environment Artist

**Poppy Playtime Chapter 1: MOB Games**

**2021**

Video Game

**Software**

Autodesk Maya, Zbrush, Unreal Engine 4, Substance Designer, Substance Painter, Adobe Photoshop, Illustrator, After Effects, Perforce, Marmoset Toolbag, Mari, Topogun

**Skills**

Professional experience with high to low-poly workflows and optimization  
Ability to iterate off of existing assets and styles  
Excellent understanding and execution of translating concepts to 3D assets with an eye for scaling and form  
Good collaboration and communication skills amongst teams in order to consistently meet deadlines  
Able to produce high-quality models for character and environment art using Zbrush

**Education**

**Bachelor of Fine Arts - Animation**

**Graduation March 2019**

Savannah College of Art and Design - Savannah, Georgia

Relevant courses included:

Environment Modeling, Character Sculpting, 2D and 3D Animation, Life Drawing, Foundation Studies, Art History

**Accomplishments & Awards**

**Vice President: Stray Cat Strut Rescue Project**

**2017**

Non-profit animal rescue specializing in neo-natal kittens and medical cases

**References**

Available upon request