$www.tiffanylgriffith.com ~\cdot~ https://www.linkedin.com/in/tiffanylgriffith ~\cdot~ tiffanygriffithartist@gmail.com/in/tiffanylgriffithartist@$

Education

SMU GUILDHALL (PLANO, TX) | ART CREATION | MASTER OF INTERACTIVE TECHNOLOGY | MAY 2016 GONZAGA UNIVERSITY (SPOKANE, WA) | PSYCHOLOGY, FINE ART | BACHELOR OF ARTS | MAY 2011

Skills & Abilities

Tools

- Autodesk 3ds Max 2015
- Autodesk Mudbox 2015
- Adobe Photoshop 2014
- Adobe Illustrator 2014
- CrazyBump

Skills

- Overall team organization
- Task creation, assignment and follow-up
- Leading daily reviews

- Unreal Engine 4
- Marmoset Toolbag 2
- Ouixel NDO
- Unity
- Perforce
- Strategic marketing
- Conflict resolution
- 3D art, concept to models

Team Projects

ARTIST | SCRAPPED | UNREAL ENGINE 4 | 4 MONTHS

- Created and maintained asset lists and tasks for group of four artists.
- Created environmental art assets for 3D platform game: base model, high poly, unwrap, texture, engine integration.
- Developed guide character and collectable assets: base model, high poly, unwrap, texture, engine integration.

LEAD ARTIST | CHIBIEVAL WARS | UNREAL ENGINE 4 | 2 MONTHS

- Created and maintained Art Style Guide and marketing materials for 3D multiplayer capture the flag game.
- Managed all changes within the game and re-assigned tasks in regards to those changes immediately.
- Implemented daily reviews/progress reports of all art assets.

ARTIST | THE ABYSS | UNITY 4 | 8 WEEKS

- Designed all printed marketing materials using Adobe Illustrator and Photoshop CC 2014.
- Assisted and advised another artist with art asset rework to fit new art direction.
- Developed and polished animations for base sprites created by other artist and created moving background elements to add depth to the game.
- Re-assessed and maintained ADB for all assets within the game. Individually checked that all asset updates were implemented and pipelines were being followed.

Work Experience

VISUAL MERCHANDISER | ARMY & AIR FORCE EXCHANGE SERVICE | JUNE 2012- JULY 2014

- Designed posters, flyers, and other advertising materials using Adobe Illustrator and Photoshop CS5 and delivered them to their locations immediately after requests.
- Set up for special events and took photographs as needed.
- Maintained store appearance to company standards through implementation of signs, posters, and visual focal points