



tiffanygriffithartist@gmail.com

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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
- Autodesk Mudbox
- Adobe Photoshop
- Unity
- Adobe Illustrator
- CrazyBump
- Perforce
- HipChat
- Unreal Engine 4
- Marmoset Toolbag 2
- Quixel NDO

Skills

- Overall team organization
- Leading daily reviews
- Strategic marketing
- Conflict resolution
- Task creation, assignment and follow-up
- 3D art, concept to models

Team Projects

ARTIST | *SCRAPPED* | UNREAL ENGINE 4 | 5 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.

Individual Work

THESIS | *CREATING A MODULAR WEAPONS SYSTEM* | SMU GUILDHALL | NOV 2015 - APR 2016

- Modeled and textured all 3D objects (receivers, grips, stocks, barrels, accessories) at low-poly level for use in Unreal 4. Models created in 3DS Max and textured in Photoshop.
- Created pipeline for developing a modular weapons system for use in-game.

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 and posters.