Victoria Hardy

ENVIRONMENT ARTIST

918-223-7772
IG @ vic.tuna
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www. victuna.com

Profile

3D Environment Artist specializing in games with knowledge in AAA studio workflows and techniques. Adept in constructing intriguing, immersive and cinematic worlds that inspire a sense of wonder. Strong communicator with experience collaborating in a team and a professional environment.

Education

Gnomon - School of VFX, Games and Animation
Certificate in Digital Production, Games
2022-2024

Bauer College of Business, University of Houston
Bachelor in Business Administration in Management Information Systems
2017-2021

Digital Skills

• Construction of real-time performance inexpensive worlds utilizing studio relevant techniques
• Modeling, texturing and rendering of full interior and exterior modular 3D environments
• Fully responsible for intriguing and complex assets built from the ground-up

Software Proficiencies

Unreal Engine 5

Autodesk Maya

ZBrush

Gaea

SpeedTree

Adobe Substance 3D Designer

Adobe Substance 3D Painter

Adobe Photoshop

Adobe Premiere Pro

Marmoset Toolbag 4

Nuke

Houdini

Awards

Gnomon Best of Term | Fall 2023
The Rookies | Draft Selected 2023

Experience

IGP Methanol LLC
Data Analyst Intern
• Worked with a team to perform shareholder analysis that organizes investor information and determines structures and patterns of stakeholder engagement expectations.
• Created new analysis tables and queries in SQL that allowed for more filtration and control over stakeholder communication records.

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References

Gabriel Cervantes | Senior Environment Artist | Naughty Dog
gabriel.cervantes3d@gmail.com

Anton Napierala | Education Lead | Gnomon, Epic Games
anton.napierala@gnomon.edu

Kian Babayi | Matte Painter | Ingenuity Studios
kianbabayi@gmail.com

Ethan Clark | 3D Generalist | Checkpoint VFX, Half M.T, Homer
ethan.clark.art@gmail.com