



CANNON FAUST JASPERING

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EXPERIENCE

Hi-Rez Studios (Jun 2016)

Currently working full time at *Hi-Rez Studios* as an environment artist intern on *Smite* and *Paladins*. I am treated with the same workload as a regular employee at Hi-Rez. This includes, modeling both props and architecture, taking concept art to completion from sculpting, retopology, uv-ing and texturing.

Collaborative Class (Jan 2016)

Worked in a fifteen man group that collaborated with HP and one of the worlds largest entertainment companies, creating a product that had to do with gaming.

Dino Batter (Feb 2016)

Lead a team of eleven people to create a 3rd person action game named *Dino Batter*. My roles include: creator, lead artist and lead designer.

Global Game Jam (Jan 2015)

Participated in the 2015 Global Game Jam as art lead of *Bearstronaut*. Created props, a color scheme and worked with artists to create a visual unity to the overall aesthetic of the game.

AWARDS

Enelechy Awards

Winner for Best 3D Environment: *Fish Market*
Winner for Best 3D Game: *Dino Batter*

GDC 2016

Dino Batter was shown at *The Game Developers Conference* 2016 at the Savannah College of Art and Design's booth.

3D Creative

Had personal work published in the 2015 November issue of the 3D art magazine, 3D Creative.

PolyCount

Work was displayed as banner on Polycount.com in June 2016.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

BFA | Interactive Design & Game Development

SOFTWARE

Maya - 3DS Max - Zbrush - Substance Painter - Photoshop - Unreal Engine 4 - UDK - Unity - Topogun - 3D Coat - SpeedTree - Headus UVLayout - XNormals - CrazyBump - Marvulous Designer -