



Amanda N. Stanley

Environment Artist

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www.amandastanleyportfolio.weebly.com

www.artstation.com/amandastanley

Skills

- Environment Design
- Prop Design
- Hard Surface Modeling
- Organic Modeling
- UV Mapping
- PBR Texturing
- Texture Artist
- Digital Painting
- Digital Sculpting
- Illustrator
- Scrum/ Agile
- QA Testing/ Playtester
- Matte Painting
- Concept Design
- Traditional Artist
- Modularity Workflows
- Storyboarding
- Game Documentation

Software

- Autodesk 3DS Max/ Maya
- Mudbox/ Zbrush
- Adobe Suite
- Unreal Engine 4
- Perforce
- Unity
- Marmoset
- Toon Boom
- Substance Painter
- Microsoft Office

Work Experience

Moon Lightning Designs

Responsibilities

7/2017- Present

Sole Proprietor

- 2D and 3D Game Artist
- 3D Modeler and Print Setup
- Illustrator

Games

- 10,000 Goblins

A Staircase Above Studio

Responsibilities

6/2016- 7/2017

Lead Environment Artist

- Lead Environment Concept Design
- Headed 2D Game Environment
- Skybox
- Technical Proficiency in Unity
- Scrum Lead

Games

- S.A.R
Ship Date: Canceled

Betrayal Games

Responsibilities

1/2015- 5/2015

Environment Artist

- Organic Modeling Assets
- UV Mapping/ Texture Artist
- Material Setup in Unreal4
- 2D Environment Decals
- Technical Proficiency in Unreal 4
- Production Materials
- HUD icon

Games

- Inua
Ship Date: Spring 2016

Awards

- Best Visual Quality
Intel University Games
Showcase GDC 2016

Rogue Productions

Responsibilities

6 /2014- 10/2014

Game Artist

- Environment and Prop Models
- Assisted in Concept Design
- UV Mapping/ Texture Artist
- Technical Proficiency in Unreal4
- Matte Painting

Games

- EscarGo!
Ship Date: Spring 2015

Azul Studios

Responsibilities

6/2014- 10/2014

Game Artist

- Environment and Prop Models
- Assisted in Concept Design
- UV Mapping/ Texture Artist
- Technical Proficiency in Unreal4
- Matte Painting

Games

- Battle of the Banderas
Ship Date: Spring 2015

Saturday Morning Studios

Responsibilities

1/2014- 5/2014

Lead Game Artist

- Headed 2D Game Assets
- Produced Concept Artwork
- Controlled 2D Environment Design
- Technical Proficiency in Unity
- Created and Finalized Production Materials

Games

- Supercrush
Ship Date: Spring 2014

Education

Guildhall at SMU

Masters of Interactive Technology

Dec 2015

Plano, TX

- Specialization: Environment and Prop Art

University of Texas at Arlington

Bachelor of Fine Arts

Dec 2012

Arlington, TX

- Fine Arts, Graphic Communications, Gaming Design