

# Dominic Vanasse

## 3D Artist

### Education

Link: **Portfolio** - [dominicvanasse.com](http://dominicvanasse.com)

#### SCAD

(Savannah College of Art and Design)

Bachelor of Fine Arts in Game Design

Savannah, Georgia

Graduated: May 2026

#### Skill's:

- Hard-Surface Asset Creation
- Environmental Asset Creation
- Video Production
- Stylized, conceptual, technical Illustration

#### Software:

- Maya
- ZBrush
- Substance Painter
- Unity
- Unreal Engine
- Adobe Suite
- Perforce

#### Professional Summary

Passionate Junior Environment Artist from Boston Mass. with 3 years of game development experience. Proficient in industry-standard 3D workflows, with a track record of contributing to successful game projects.

#### Projects

- Game Jam - January 2025
  - 3D Artist
- Game Jam - April 2026
  - Art Lead/3D Artist
- Bio Calibr (Online Multiplayer FPS) -
  - Art Lead, 3D art and Animation
- Underwater Submarine Study (Visual Environment)- February 2025
- Architectural Visualization (Visual Environment) - June 2025

#### Experience

- Hemlock Ink (Screen Printer/Designer) - 2021 - 2024
- Freelance 3D Art - 2022 - 2026

#### Passion

##### Game Environment Design

Creating immersive and realistic game worlds is my core passion, driving all aspects of my career.