Dominic Vanasse

3D Generalist/ Artist

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Education

May 2026
SCAD
Interactive Design & Game Dev.
Savannah, Georgia
Bachelor of Fine Arts

Skills

- 3D Modeling *(Hard Surface & Organic)*
- Prop/Character Modeling
- Environment Art
- PBR Texturing
- UV Unwrapping
- Lighting and Rendering
- Rigging Basics
- Concept Art

Software

☆ = *Most Proficient*

- ☆ Maya
- Blender
- ZBrush
- Substance Painter
- ☆ Adobe Creative Suite
- Unity
- ☆ Unreal Engine
- Perforce

Scan for Portfolio

Professional Summary

3D Generalist and Game Artist from Boston, MA with 4 years of game development experience and a track record of contributing to collaborative game projects. Specializing in 3D modeling, environment art, texturing, and real-time asset development, with experience creating immersive realistic and stylized game worlds.

Work Experience

3D Artist (Art Lead) - BioCalibr, Online Multiplayer FPS *Sept 2025 – Present*

- Lead a team of 8+ artists, setting the visual direction, asset quality bar, and style guide for a live in-development shooter.
- Model, texture, and rig environment assets and skeletal meshes, then implement and light them in Unreal Engine for shippable, optimized levels.
- Review team submissions for consistency and performance, balancing visual fidelity against poly count, texture memory, and frame-rate targets.

Freelance 3D Artist *2022 – 2026*

- Deliver custom game-ready and archviz assets for independent clients, owning each project from concept sketch through modeling, texturing, and final export.
- Model and texture props and environment pieces in Maya and Substance Painter, matching each client's target engine (Unreal/Unity) and art style, from stylized to photoreal.
- Run client communication solo-scoping requests, revising against feedback, and hitting delivery deadlines without a producer or art director in between.

Projects

Game Jam - Environment Artist, Team of 10+ *April 2026*

- Modeled and implemented the environment, keeping asset style and quality consistent under a hard 5-day deadline in Maya and Unreal Engine.

Architectural Visualization Competition *June 2025*

- Modeled props in Maya, textured in Substance Painter, and implemented assets for a 6-person team's architectural walkthrough, focused on realistic materials and lighting in Unreal Engine under strict 11-day deadline.

3D Underwater Submarine Environment Study *Feb 2025*

- Built a solo underwater environment study using Maya, Substance Painter, focused on water rendering, lighting, and material realism in Unreal Engine.

Game Jam - Art Lead, Team of 8+ *Jan 2025*

- Set the visual direction for a 48-hour jam team, keeping asset style and quality consistent in Maya and Unreal Engine.