

ZURI SMITH

3D Artist | Game Designer

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SUMMARY

Creative and detail oriented 3D Artist with hands on experience in modeling, texturing, and animation for game development. Skilled in utilizing industry standard software like Autodesk Maya, Substance Painter, and Unreal Engine 5 to deliver high quality assets and immersive game environments. Proven ability to work collaboratively with teams and clients to create visually compelling projects

EDUCATION

High Point University

- BA in Game Design | High Point, NC | August 2022 - December 2024
- Dean's List Recipient
- Alpha Phi Omega
- Game Design Club Member

SKILLS

- **3D Modeling Software:** Autodesk Maya, Blender
- **Texturing:** Substance Painter, Substance Designer, Adobe Photoshop, Adobe Illustrator, Quixel Mixer
- **Game Engines:** Unreal 5, Unity, Scratch
- **Animation:** Mixamo
- **Scripting:** C#, Unreal Blueprint
- **Project Management:** Jira, GitHub, Scrum
- **Other:** Microsoft Office Suite, collaboration, flexibility, organization, attention to detail, problem solving

PRESENTATIONS

PAX East 2024 - Boston, MA

- Showcased the game *Mechanica Maris* developed by a team of 6, at one of the largest gaming conventions in North America
- Received feedback from industry professionals as well as players to see the game's strengths and where it could improve
- Engaged with a wide audience, including game developers and gamers, explaining the creative and technical processes behind the game's development

PROFESSIONAL EXPERIENCE

Lead 3D Artist

NCDPS D.A.R.E Project - High Point, NC | January 2024- May 2025

- Created high quality 3D assets for a VR simulation using Autodesk Maya
- Created and applied realistic textures using Substance Painter and Designer, achieving photorealistic results
- Collaborated with the client, project leads, and programmers to ensure client needs were met on time

Freelance 3D Artist

Fiverr | December 2023 - Present

- Provided custom models, textures, and animations for clients in game development
- Developed 3D assets tailored to client specifications, consistently delivering projects on time
- Researched and incorporated new texturing and modeling techniques to streamline workflow

Freelance 3D Tutor

Self - Employed | May 2025 - Present

- Provided one-on-one 3D modeling instruction to clients in Blender and Maya, focusing on foundational and intermediate techniques.
- Taught texturing, UV mapping, and optimization for real-time rendering using industry-standard workflows.
- Guided students through the complete 3D asset pipeline, including concept translation, modeling, and scene integration.
- Customized lessons to align with individual learning goals and provided feedback on both technical and artistic development.
- Supported clients in building portfolio-ready assets and gaining confidence in using professional 3D tools.

PROJECTS

Mechanica Maris

Senior Project: High Point University | January 2024 - May 2024

- Developed a visual stunning 2.5D side scroller, contributing as the lead 3D modeler and animation artist
- Transformed 2D concept art into detailed 3D assets, ensuring faithful representation
- Utilized Autodesk Maya for 3D modeling, Substance Painter for texturing and Unreal Engine 5 for game development
- Collaborated with a team of 5 designers optimizing workflow