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ZURI SMITH

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3D Artist | Game Designer

Winston Salem, NC 27103



[Zuri Smith Portfolio](#)



SUMMARY

Creative and detail oriented 3D Artist specializing in hard surface modeling, texturing, and environment design for game development and interactive media. Experienced in creating optimized, game ready assets. Skilled in using industry standard software like Autodesk Maya, Substance Painter, and Unreal Engine 5 to craft immersive environments and props that support storytelling and gameplay. Passionate about visual worldbuilding that enhances narrative tone and emotional engagement

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
- **Art Fundamentals:** Composition, Color Harmony, Value
- **2D & Concepting:** Mockups, Concept Visualization
- **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

3D Artist

Patient Ready - Winston-Salem, NC | Aug 2025 - Present

- Created optimized 3D props for VR simulations focused on medical training and patient care.
- Managed and organized a content library of thousands of 3D assets, streamlining development and cross-team collaboration.
- Used Figma and Photoshop to design UI elements and visual mockups, improving interface design and scene integration.
- Collaborated with developers and designers to maintain high quality visuals while optimizing for real time performance.

Lead 3D Artist

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

- Produced high quality 3D environments and props for a VR simulation using Autodesk Maya and Unreal Engine 5.
- Applied PBR texturing workflows in Substance Painter and Designer, balancing visual style and engine efficiency.
- Partnered with clients, project leads, and programmers to ensure creative goals aligned with gameplay requirements.
- Integrated assets into Unreal Engine 5, adjusting materials, lighting, and collision for optimal player immersion.

Freelance 3D Artist

Fiverr | December 2024 - Present

- Delivered custom 3D models, props, and textures for indie game and animation projects.
- Experienced in both hand-painted and PBR workflows, adapting to stylized and realistic visual targets.
- Researched emerging tools and techniques to improve asset fidelity and optimize production pipelines.
- Consistently met client deadlines while delivering game-ready optimized assets for real-time use.

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.