

## LINKS

PORTFOLIO digitalartcandy.com

LINKEDIN

<u>linkedin.com/in/candice-colbert-3683a21</u>

TWITTER

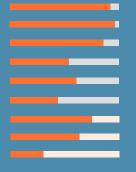
<u>(a)artistCaridiCe</u>

INSTAGRAM

asilbycandice

## SKILLS

MAYA
PHOTOSHOP
UNITY
SUBSTANCE
AFTER EFFECTS
3D STUDIO MAX
ILLUSTRATOR
INDESIGN
FINAL CUT PRO



### **INTERESTS**

- // SILHOUETTES
- // X-MEN COMICS
- // COMEDY
- // FINE ART
- // PHOTOGRAPHY

# CANDICE COLBERT

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E-mail: candice@digitalartcandy.com

## EXPERIENCE

2018 - Present Lead Tech Artist MAP DESIGN LAB

2016 - 2018

Senior Artist Art Lead Project Manager SPACES inc.

2012 - Present

Master Artist SILHOUETTES BY CANDICE

2009 - 2015 Contract Artist

#### CLIENTS:

NICKELODEON HOUSE OF MOVES REAL LIFE + PLAY NETWORK DISNEY PARKS TV DUNE DIGGERS GAME RUBBER BANDITO THE NEW THIRTY MOVIE

2004 - 2011 Senior Environment Artist HEAVY IRON STUDIOS

#### **RESPONSIBILITIES:**

 Lead Tech Artist on EMBODY a VR experience and an Official Selection at SUNDANCE Film Festival

#### **RESPONSIBILITIES:**

- Managed a team of artists & animators for MxR/AR (HoloLens) projects for client Microsoft
- Art Lead and Tech Artist on Terminator LBE VR project
- Modeled, textured, lit, integrated, optimized assets & created VFX for VR, MxR, and AR projects

#### **RESPONSIBILITIES:**

- Operating a small business providing hand cut silhouette portraits for parties and events
- · Managing employees

#### **RESPONSIBILITIES:**

- Modeled 3D prop, low poly character & environment assets with Maya for console & mobile games
- Modeled, textured, & animated scenes with 3D Studio Max for corporate presentations
- Illustrated & drew graphics by hand for games, logos, & brochures
- Graphic designed websites, brochures, logos, & posters
- Directed & edited short subject films for commercial clients and festival releases

#### RESPONSIBILITIES

- Modeled & textured 3D prop & environment assets for console & mobilegames
- Integrated models into both proprietary & commercial game engines
- Added creative ideas to improve games & tools
- Developed new game pitches
- Lit game levels & created light kits for game characters
- Trained others, documenting processes & techniques
- Standardizing & improving pipeline
- Ported assets across different game platforms & created assets at various levels of detail

# FDUCATION

BFA RISD RHODE ISLAND SCHOOL OF DESIGN

#### SKILLS ACQUIRED:

- · Classical and abstract animation
- Film-making, video, lighting & editing
- Painting, drawing, metalwork, 3D design, graphic design, art history, film history