



LINKS

PORTFOLIO
digitalartcandy.com

LINKEDIN
[linkedin.com/in/candice-colbert-3683a21](https://www.linkedin.com/in/candice-colbert-3683a21)

TWITTER
[@artistcandice](https://twitter.com/artistcandice)

INSTAGRAM
[@silbycandice](https://www.instagram.com/silbycandice)

SKILLS

MAYA	<div><div></div></div>
PHOTOSHOP	<div><div></div></div>
UNITY	<div><div></div></div>
SUBSTANCE	<div><div></div></div>
AFTER EFFECTS	<div><div></div></div>
3D STUDIO MAX	<div><div></div></div>
ILLUSTRATOR	<div><div></div></div>
INDESIGN	<div><div></div></div>
FINAL CUT PRO	<div><div></div></div>

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

RESPONSIBILITIES:

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

2016 - 2018
Senior Artist
Art Lead
Project Manager
SPACES inc.

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

2012 - Present
Master Artist
SILHOUETTES BY
CANDICE

RESPONSIBILITIES:

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

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

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

2004 - 2011
Senior Environment Artist
HEAVY IRON STUDIOS

RESPONSIBILITIES:

- Modeled & textured 3D prop & environment assets for console & mobile games
- 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

EDUCATION

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