



# CANDICE COLBERT

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## EXPERIENCE

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

## LINKS

### PORTFOLIO

[digitalartcandy.com](http://digitalartcandy.com)

### LINKEDIN

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

### TWITTER

[@artisticandice](https://twitter.com/artisticandice)

### INSTAGRAM

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

## SKILLS

MAYA	<div style="width: 85%;"><div style="width: 85%;"></div></div>
PHOTOSHOP	<div style="width: 90%;"><div style="width: 90%;"></div></div>
UNITY	<div style="width: 75%;"><div style="width: 75%;"></div></div>
SUBSTANCE	<div style="width: 60%;"><div style="width: 60%;"></div></div>
AFTER EFFECTS	<div style="width: 50%;"><div style="width: 50%;"></div></div>
3D STUDIO MAX	<div style="width: 40%;"><div style="width: 40%;"></div></div>
ILLUSTRATOR	<div style="width: 70%;"><div style="width: 70%;"></div></div>
INDESIGN	<div style="width: 65%;"><div style="width: 65%;"></div></div>
FINAL CUT PRO	<div style="width: 30%;"><div style="width: 30%;"></div></div>

## 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

## INTERESTS

Silhouettes // X-Men Comics // Comedy // Fine Art // Photography