

# REBECCA J. SHEARIN

## WORLD CREATOR AND 3D MODELER

### CONTACT

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### QUALIFICATIONS

#### STRENGTHS

- 20+ Games shipped
- 15+ years in industry
- Fine Art background
- Work multiple visual styles
- Achieve creative solutions
- Mentor/Quick to learn
- Organized/Self-directed
- Flexible/Amiable

#### SOFTWARE

- Photoshop, Painter
- Illustrator, InDesign
- Maya, 3D Studio Max
- ZBrush, Mudbox
- Unity 3D
- Speedtree, World Machine
- Word, Excel, Publisher

### SHIPPED GAMES (23)

#### Electronic Arts

Sims 3 Downloadable Worlds (7)  
Sims3 Expansion Packs (6)  
Sims3 Sunset Valley- Base Game  
Sims2 Pets – Console  
Tiger woods Golf 2006

#### There

Online Virtual World

#### EIDOS

#### Domark/Eidos Interactive

TR Level/ Editor Guide Book  
Tomb Raider Lost Artifact  
Tomb Raider Gold II  
Tomb Raider Gold  
Absolute Zero  
Out of the Sun

### EDUCATION

BFA Illustration CSULB  
Life Drawing CCSF  
3D Modeling CSUSF

### INTERESTS

Life Drawing  
Political Book Group  
World Travel  
Photography  
Playing Guitar & Didgeridoo

### SUMMARY

As one who enjoys the challenge of world building, working on a team provides this continued opportunity while contributing my skills and creativity, drawing from over 15+ years of experience with 23 shipped games. Through these years I have gained proficiency in design and layout, texture painting, 3D modeling, creating and editing terrain, developing style guides, scheduling, and resolving design and technical issues. This 'world' of experience combined with my enthusiasm and work ethic promise timely, creative, aesthetic and technically sound solutions for worlds and models within them.

### WORK EXPERIENCE

#### FAMILY LEAVE

2014-present

During time taken to help care for my elderly mother, I have been able to pursue multiple interests including travel, photography, authoring a children's book (work in progress), managing a home remodel project, and landscape painting in traditional medium.

#### ELECTRONIC ARTS [www.ea.com](http://www.ea.com)

2005-2014

##### **Senior Artist and Lead Environment Artist** *Sims 3 EP and Downloadable Worlds Team 2009-2014*

- Aided in pipeline development for creating terrain using World Machine software then integrating into proprietary editor for more efficient production and sophisticated results.
- Wrote documentation and mentored outsource studio for EP production.
- Cross trained team members with multiple software to guarantee maximum efficiency working on projects with overlapping deadlines.
- Assisted in Art Direction and review while mentoring contract employees.
- Worked closely with engineers and QA to build prototypes then integrate into production.
- Improved game performance through strict tech reviews, keeping team within prescribed budgets, producing 'clean' assets without compromising aesthetics.
- Designed worlds and produced assets for multiple EP and Downloadable Worlds.

##### **Environment Artist** *Sims 3 Base Game 2007-2009*

- Established world color palette and textures for world terrain and flora.
- Set efficiency parameters for Speedtree assets.
- Modeled and set visual standard for key 'rabbithole' buildings.
- Developed pipeline for creating seamless 'distant' terrain.

##### **Environment Artist** *Sims 2 Pets, Console 2006-2007*

- Created more engaging neighborhoods by pushing limits of previous layout parameters.
- Modeled flora and some prop models to add more color and density to environments.
- Mentored contract workers and took responsibility for asset tech reviews.

##### **Texture and UV Artist** *Tiger Woods Golf 2005-2006*

- Captured reference for mimicking specific golf courses at on location photo shoots.
- Created seamless sky box textures and modeled simple objects for courses.
- Improved aesthetics by setting guidelines for consistent pixel density and better textures.

#### THERE, INC. [www.there.com](http://www.there.com)

2001-2004

##### **Senior Texture Artist**

- Resolved color and texture palette for 3D world terrain under tight deadline.
- Created textures for world prop assets, maintaining established graphic style.
- Maximized texture budget by designing method of texture 'mixing and matching'.
- Concepted, art directed, built, populated and composed environment scripts for lighting and fog in a special 'dark' world vignette.
- Wrote proposals and instructional docs; helped maintain texture library and source files.

#### EIDOS INTERACTIVE

1995-2001

**Senior Artist** Over a span of 6 years responsibilities included interface graphics, web design and html, character design, low poly modeling and simple animation, concept drawing, texture painting and project lead for Tomb Raider Level Editor Release (user manual and tutorial level).