

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
- Present creative solutions
- Mentor/Quick to learn
- Self-directed/Motivated
- 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, making it possible for me to contribute my skills and creativity, drawing from experience of 15 plus years and 23 shipped games. Throughout 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 promises timely, creative, aesthetic and technically sound solutions for worlds and models within them.

WORK EXPERIENCE

FAMILY LEAVE

2014-present

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

ELECTRONIC ARTS 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.
- Worked with modelers to improve prop textures and maintain consistent pixel density.

THERE, INC. 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 and 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, project lead for Tomb Raider Level Editor Release (user manual and tutorial level).