



courtneybalousek.com

Courtney Balousek

2D 3D ARTIST

I'm a 2D 3D digital artist, specialized in 3D rigging, focused on concept art and 3D modeling. I'm looking for a creative role with an innovative company.

PROFESSIONAL EXPERIENCES

CORE SKILLS

- 3D modeling
- Texturing and sculpting
- Rigging
- Animation
- 2D illustration

SOFTWARE SKILLS

- Autodesk Maya, Mudbox, Motionbuilder
- Adobe Photoshop, Illustrator
- Unreal Engine 4
- Unity
- HTML and CSS

CONTACT DETAILS

610-406-1328
clbalousek@gmail.com
132 N Decker Ave
Baltimore, MD
21224

3D Artist (Rigging Specialist)

Shadow Health, Inc. | Mar 2018 – present

- Provides creative support and input for the company's artistic direction
- Creates 3D assets for use in company products
- Creates 2D concept art and storyboards for new products
- Cross-functional teams in a SCRUM/Agile work environment

General Artist

Annihilator TCG | Jun 2017 – Oct 2017

- Provided creative direction for game development
- Created in-game assets, icons, animated promo trailers
- Created UI/UX assets, wireframes, splash page images

Technology Counselor

Emagination Computer Camps | Jun 2016 – Aug 2016

- Taught 3D animation, 3D modeling, level design, Unreal Engine game design, Photoshop, Unity game design
- Provided guidance and support for my team and my students

EDUCATION

Rochester Institute of Technology

Bachelor of Science in Game Design and Development

- Specialized in 3D modeling and rigging