

# Camille Carter – 3D Digital Artist

[camillecaarts@gmail.com](mailto:camillecaarts@gmail.com) – [linkedin.com/in/camille-carter-212915230](https://www.linkedin.com/in/camille-carter-212915230)

## Career Objective

---

I am a passionate 3D artist specializing in creating models for modern video game development. My expertise includes texturing, model development, and rigging, with a focus on delivering visually compelling assets that enhance gameplay experience. I hope to contribute to creative projects in ways that bring immersive digital worlds to life.

## Skills & Interests

---

### Professional Skills

3D Modeling, Low-poly Modeling, Asset Texturing, UV Wrapping, Retopology, Sculpting, Rigging

### Software Competencies

Adobe Suite, Photoshop, Substance Painter, Substance Designer, Maya, ZBrush, Unity, Unreal Engine

## Education

---

### California State University, Fullerton

Fullerton, California

#### Minor in Computer Science – Game Development

August 2023 – Spring 2026

- Specializing in game design and python programming, with a focus on interactive programs and modern game development.

### California State University, Fullerton

Fullerton, California

#### Bachelor of Fine Arts – Game Art, 3D Animation, and Immersive Media

August 2023 – Spring 2025

- Learned and applied development of 3D animations, modeling, and rigging skills for use in game development while receiving bachelor's degree.

### Orange Coast College

Costa Mesa, California

#### Certificates in Animation, Entertainment Art, and Narrative Illustration

August 2022 – June 2023

- Earned certification in animation, narrative illustration, and entertainment art to deepen and improve my understanding in various professional programs such as Adobe Suite products.

### Orange Coast College

Costa Mesa, California

#### Associate's degree – General Education

August 2019 – June 2021

- Earned associate's degree in general education studies, with a focus on computer sciences and technology as an introductory leap into the world of game design and development.

## Experience

---

### College Intern

Huntington Beach, California

#### California State University, Fullerton

December 2022 – Present

- Developed robust communication skills with clients and faculty, assisted with data entry and collection for HB Sands website. Also calculated and modified financial excel sheets for weekly deposits.

### Graphic Design Assistant

Costa Mesa, California

#### Orange Coast College

October 2021 – June 2022

- Organized events for colleges Art and Animation student club, assisting with the design of digital media such as posters for increased student visibility and better branding identity.

