

Seth Smith

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OBJECTIVE STATEMENT

I am an aspiring student, looking to become a 3D character artist and animator. I seek to contribute creative, stylized, and technically polished art to an innovative game studio. I am skilled in character modeling, sculpting, texturing, and animation for the 3D pipeline, and I additionally excel at 2D digital art. My goal is to bring works to life and devote soul filled art to visionary teams and passionate projects.

SKILLS

- Digital Art Proficiency
- Photoshop, Premiere Pro, and other Adobe Products
- Autodesk Maya, Substance Painter, Zbrush, and other 3D software
- Paint Tool Sai, Pixelorama, PixelOver, and other 2D software
- Unity, Unreal Engine 5
- Audacity, Filmora 14, and other A/V editing software
- Microsoft Office Suite, Google Apps
- Conflict management, Communications, Professionalism

EDUCATION

William Peace University, Raleigh NC

Expected: May 2026

Bachelors in Applied Science, Majoring in Simulation and Game Development, Art and Modeling

- Created fully realized 3D character and environment assets from concept to integration using Maya, ZBrush, and Substance Painter, resulting in game-ready assets optimized for Unreal Engine 5.
- Collaborated in team-based game projects, adhering to production schedules and using GitHub for version control, ensuring consistent art direction and deliverables.
- Applied sculpting, retopology, and rigging techniques to produce animatable characters meeting both aesthetic and technical standards.
- Developed 2D and 3D assets from sketches to final renders, strengthening cross-disciplinary production skills.

Wake Technical Community College, Raleigh NC

Transferred: August 2024

Majored in Simulation and Game Development, Art and Modeling

- Collaborated in small teams to create prototype games, ensuring consistency in artistic direction and asset quality.
- Designed 2D concepts and 3D models using Maya and Photoshop to establish early-stage visual identity.
- Presented assets and milestones to peers and instructors, improving feedback integration and iteration skills.
- Completed client-based freelance commissions, managing communication, iteration, and feedback to deliver artwork exceeding expectations.

EXPERIENCE

Petco Renaissance Parkway - Guest Experience Specialist

August 2022 - July 2025

- Provided tailored product recommendations and care guidance to customers, resulting in stronger client trust and repeat business.
- Specialized in aquatic animal care, educating customers on biology and habitat maintenance to ensure proper long-term care outcomes.
- Adapted communication styles to a wide range of customer needs, reinforcing professionalism and clarity under high-traffic conditions.

Michaels Renaissance Parkway - Stocker and Custom Framing Associate April 2021 - June 2022

- Designed and produced custom framing projects tailored to client artistic preferences, ensuring high customer satisfaction and repeat business.
- Supported daily operations by restocking and organizing inventory, maintaining visual merchandising standards.
- Assisted customers in identifying artistic solutions, strengthening communication and customer service skills.