



BAILEY WHEATLAND

Character Artist

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🌐 baileywheatlandart.com

EXPERIENCE

Self-employed | Character Artist | Jan 2020 - Present

- Worked with various clients to translate 2D concepts into 3D production-ready characters created with Zbrush, Blender, Maya, and Unreal Engine 4.

Hasbro (Temporary Contract) | Digital Sculptor | Jan 2019 - Jan 2020

- Pioneered new workflow for real-time toy production for future implementation.
- Initiated collaboration with chem lab to ID new toy material solutions.
- Showcased skills in toy creation tasks dealing with portraiture and UE4 integration.

"Palm Dreams" - Video Game | Character Artist | Mar 2018 - June 2018

- Directed game's art style to meet AAA quality standards.
- Informed further design decisions on enemy character creation.
- Inspired creative level design solutions through set dressing and narrative.

"Vows" - Animated Short Film | 3D Character Artist | Mar 2016 - Sept 2016

- Collaborated with director to achieve art direction for the film.
- Translated 2D character concepts into 3D production ready assets.
- Crafted clean topology for film giving special attention to face geometry.

ACHIEVEMENTS

Presented game art at **PULSE Arts + Technology Festival** | Jan 2019
 Featured in **80 Level** and **CGMA Showcase** for 3D character work | Dec 2018
 Exhibited work in **Open Studio Gallery** in Lacoste, France | Nov 2017
 Showcased in **Port City Review Gallery Exhibition and Book** | Jan 2016

EDUCATION

Adam Skutt's CGMA Character Creation Class | Aug 2018 - Oct 2018

Learned the latest techniques in real-time character creation
 Created a fully polished character optimized for Unreal Engine 4

Savannah College of Art and Design | Sept 2014 - June 2018

B.F.A. in Game Development
 Dean's List all quarters attended
 Graduated Summa Cum Laude

Carlos Huante's Creature Design Class | Dec 2016 - Jan 2017

Gained higher level of creative thinking.
 Designed abstract shapes with real world anatomy.

Simon Lee's Core Sculpting Class | Aug 2016 - Sept 2016

Learned to convey strong narratives with clay.
 Studied composition from multiple viewpoints.



bailey-wheatland



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SKILLS

- Digital Asset Creation (model, texture, uv map, shader)
- Traditional Sculpting
- Character/Creature Design
- Game Systems Design
- Project Management

SOFTWARE

