

Peter J Walters

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Skills

Digital Artist Modeling/Texturing, Animation, Character Design, UI/UX Design, Photography
Technical Artist Mel & Python Scripting, Rigging,

Experience

ICT Institute for Creative Technologies	Technical Artist / Art Generalist	2015-current
Idol Minds	Lead Character Artist, Tech Artist (Env & UI)	1997-2012
Midland Video Productions	CG Artist	1995-1997

Programs

Maya, Photoshop, Unity, Mudbox, Speedtree, Substance Painter/Designer, Lightroom (also: ZBrush, Illustrator, Remake, Asana, Perforce/SVN, Excel, Final Cut, After Effects, Premier, Logic, InDesign)

Education

BFA in Graphic Design, Milwaukee Institute of Art and Design (1993-1997)

ICT & VR Projects

Camo	Built scene in Unity, C# scripted various character controls	2018
Monticello	Character Modeler/Texture Artist, UI Artist	2017
VRN	Modeled/textured Zippy character, set up facial blend shapes	2017
Bravemind	Relit scenes using GI, various modeling/texturing/SpeedTree	2016
Canvas (Smithsonian)	Concepted/modeled/textured/lit environments	2016
Elite	Reworked all characters faces & clothing, modeled/textured new faces, various environment modeling/texturing, some UI	2016
Vita	Reworked all characters faces, lighting, various modeling/texturing	2015
Ram Replay	Modeled/textured environment, lighting	2015

Video Games

Warrior's Lair (PS3 & Vita)	Lead Character Artist, Managed Outsourcing & 8 in-house artists, Rigged all characters, Some Concept, Mel/Python	2010-12
Pain (PS3)	Art Director, Managed & Trained 6 artists, Animation, Model & Texture, Mel/Python Scripting	2006-10
Neopets Darkest Faerie (PS2)	Managed 3-5 artists, Rig all characters, Animation, Mel/Python Scripting	2004-5
My Street (PS2)	Lead Character Artist, Modeled/Textured all characters	2003
Coolboarders 2001 (PS2)	Character Modeler/Texture Artist, UI Artist	2002
Coolboarders 2001 (PS1)	Environment Designer & UI Artist, Some Character Models	2001
Coolboarders 4 (PS1)	UI Artist	2000-1
Coolboarders 3 (PS1)	Environment & UI Artist	2000-1
SuperCross Circuit (PS1)	Environment & UI Artist	1999
RallyCross 2 (PS1)	Environment & UI Artist	1998

Extra-Curricular

Acoustic/Electric Guitar, Acting, Drawing.