

# Peter J Walters

1245 N Cherokee Ave Apt 12 | Los Angeles, CA 90038 | 310.498.8673 | pwaltersdesign@gmail.com  
PeterJWalters.com | linkedin.com/in/peterjwalters

## Skills

Video Game Artist Character & Environment Modeling, Texturing, Animation, UI/UX design  
Technical Artist MEL & Python Scripting, Rigging, some C# Scripting

## Experience

ICT Institute for Creative Technologies	Technical Artist / Art Generalist	2015-2018
Idol Minds	Lead Character Artist, Tech Artist	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, ImageMagick, Visual Studio)

## Education

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

## ICT & VR Projects

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

## Video Games

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

## Extra-Curricular

Acoustic/Electric Guitar, Acting, Drawing, Photography.